

BATTLES OF NAPOLEON™

GAME RULES



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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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BATTLES OF NAPOLEON™

GAME RULES

PARTS INVENTORY:

Your Battles of Napoleon game should come with the following:

- One Game Box
- This Rules Book
- One Game Disk
- One Scenario Disk

INTRODUCTION

The Battles of Napoleon is a grand tactical simulation of Napoleonic warfare. You may play any of the four historical battles provided with the game, or you may design your own scenarios using the game Editor included with the game. In this Editor, you may either reconstruct a favorite historical battle, or have the computer randomize a "hypothetical" battle.

In The Battles of Napoleon, you will command either the French or the Allied forces against a human or a computer opponent. As commander of these forces, you will move your units over the game map and resolve combat. Your main responsibilities are to choose objectives for your units, move them so as to optimize your tactical situation, and give them combat orders.

The capabilities of this game are tremendous, allowing you to give very detailed commands to your forces and, through use of the Editor, to change the very tables which govern how the game operates. However, this level of detail and control makes this game relatively complex. We therefore recommend that you use the Borodino scenario as a guideline for learning this game, saving the Editor for when

you are more familiar with the system. The Borodino scenario is a very small scenario with only about 20 units on each side, and is therefore well suited to a new player of this game. See section 13.1 for more information on the Borodino scenario.

The rules are organized so that the sections pertaining to the Editor are in the latter half of the rulebook. Therefore, only read through section 13 before beginning play. The latter sections will only be necessary once you are more familiar with the game. For a quick start into the game, read only through section 7.0 and then begin.

Note that there are examples throughout these rules. They are not taken from any specific scenario and are only for reference with regard to the specific example.

Time and Distance

The game is played in turns. Each turn equals one-half hour of real time and is divided into a number of phases (refer to section 4.5 for a listing of these phases). Each square on the game map represents 100 yards on a side. It should be mentioned that these scales can change with use of the Editor.

1.0 START-UP

Before beginning play, it is a good idea to make backup copies of your disks. You may do this with any commercially available bit copier (or using your DOS on the IBM system). Once you have made these backup copies, put your master disks in a safe place and play off your copies. This will keep your master disks safe and will help prevent loss of the game through disk wear.

C-64/128

If you have a C-64 or C-128 computer, you begin the game by inserting the Scenario Disk in your disk drive and then turning on your computer. Remember to hold down the Commodore key on the C-128 to enter C-64 mode. When your computer comes up and says READY, type LOAD "*",8,1 and press RETURN. When READY appears again, type RUN and press RETURN.

Apple II

If you have an Apple II series computer, you load the game by inserting the front side of the Scenario Disk in your disk drive and turning on your computer. Note that if your system has a CAPS LOCK key, it must be down throughout the game. Once you have turned on the computer, the game will load normally. Answer the prompts as they appear in regards to your preferences for usage of the numeric keypad (if you have one) and accelerator cards.

NOTE: Older versions of the "Speed Demon" that do not contain dip switches may not work properly with this game.

IBM PC or compatible

If you have an IBM PC or compatible, you load the game by first booting the computer with a DOS version 2.0 or later. If you intend to save the game, you should have a formatted disk ready for this purpose. When the system prompt appears (typically A>) insert the game disk and type START. Hit RETURN and the game will load. You will then get the option for numeric keypad movement (see section 2.1).

1.1 Documentation Check

There is no physical copy protection in this game. This permits you to make back-up copies of the game and/or install it on a hard disk. Note that Apple users will not be able to install this program on a hard disk due to limitations of the operating system. There are documentation checks in the game that will require you to look up a word in a specific section of this rulebook and type it in when prompted. After typing in the requested word, press RETURN and the game will continue.

2.0 PREPARING TO PLAY

When the game is loaded, you will be required to answer a documentation check (see section 1.1 above) before you can proceed. Following this, you may be given an option to choose between the standard and keypad movement options (refer to section 2.1). Apple users will then be asked to identify the type of accelerator card their system is using (if any).

2.1 Movement Option

If you are using a system with a numeric keypad, you must choose which number keys you will use to move your units and the game cursor. This is done from the Select Movement Option Screen that appears following the Documentation Check. When

SELECT MOVEMENT OPTION

(1) STANDARD (2) KEYPAD

is shown on the screen, press the "1" key if you intend to use the numbers across the top of your keyboard. Press the "2" key if you intend to use your numeric keypad. All examples in this rulebook will use the "1" option as not all systems have numeric keypads.

3.0 STARTUP MENUS

3.1 Main Menu

This menu follows the Title Screen and is where you select whether you wish to CREATE A RANDOM NEW SCENARIO, EDIT A SCENARIO, GENERATE A SCENARIO, PLAY A SCENARIO, or RECALL/PLAY A SAVED GAME. To choose one of the functions, simply select the first letter of the option. Thus, pressing the "P" key will allow you to PLAY A SCENARIO. See section 14.2 for an explanation of the use of the Random Scenario Maker.

3.11 SCENARIO SELECTION MENU

This is the menu you reach after pressing the "P" key from the Main Menu and allows you to choose which scenario you wish to play. Press the "W" key to play the Battle of Waterloo; press the "Q" key to play the Battle of Quatre Bras; press the "A" key to

select the Battle of Auerstadt; press the "B" key to play the Battle of Borodino; select the "G" key to play a battle you have created earlier through use of the Editor; or press the "E" key to return to the Main Menu. Refer to section 13.0 for a description of the Historical Scenarios.

3.12 GENERATE/EDIT SCENARIO MENU

If you select the "G" key from the Main Menu, you will be presented with this menu. From here you may select any of the primary options of the Editor portion of the game. Consult section 14.0 for more details on the Editor portion of this program.

3.13 SAVE GAME MENU

This menu allows you to interact with your save disk, either to recall a game, initialize a disk (only on the Apple and C-64 versions of the game), delete files, and catalog the disk. If this menu was reached by selecting a save option, then you will be allowed to save the game through this menu. If, however, this menu was reached from a recall option, then you will be allowed to recall a previously saved game instead.

4.0 PLAYING THE GAME

Because of the complexity of this game, it is important that you understand how a game of The Battles of Napoleon is played. The menus that follow will show you how to begin a game, but let's first examine the general flow of the game.

A game of The Battles of Napoleon consists of many game turns, each of which is broken down into many phases (see section 4.5 for the sequence of play for each game turn). Over these turns, the player(s) will move units across the map and combat will be resolved. The object of the game is to inflict more casualties on your opponent's forces than he/she inflicts on yours. In addition, there are often places on the map that are worth "victory points" for being captured (see section 11.0 for Victory Points).

At this point, you should skip ahead and read the initial portion of sections 5.0, 6.0,

and 7.0. These section introductions will give you an overview of how the game is played. Armed with this information, you should then proceed through the rest of this section, paying close attention to the Sequence of Play, section 4.5.

4.1 The Game Menu

The Game Menu appears after you select which game you wish to play, be it a historical scenario or a previously generated scenario. This menu presents a number of options which affect how the game will play. All of the default settings should be used for a "historical" setting. This menu appears as follows:

A) MOVE FIRST	FRENCH	ALLIED
B) FRENCH	HUMAN	COMPUTER
C) ALLIED	HUMAN	COMPUTER
D) LEVEL OF PLAY	1 2 3 4 5	
E) 2 PLAYER	HIDDEN	NON-HIDDEN
F) FRENCH STRENGTH	1 2 3 4 5	
G) ALLIED STRENGTH	1 2 3 4 5	
H) FRENCH ARRIVAL	1 2 3 4 5	
I) ALLIED ARRIVAL	1 2 3 4 5	
J) FRENCH AMMO	1 2 3 4 5	
K) ALLIED AMMO	1 2 3 4 5	

4.1.1 GAME MENU OPTIONS

- The "A" Option allows the player to select which side will move first. Press the "A" key until the desired side is highlighted.

- The "B" and "C" options allow the player(s) to select whether or not to have either the French or the Allied side controlled by the computer.

- The "D" option selects the difficulty level. Level 3 is normal and does not modify the game. Levels 1 and 2 favor the French player, 1 more so than 2, while levels 4 and 5 favor the Allied player, 5 more so than 4. Level of Play affects the casualties inflicted by fire and melee combat. It is suggested that you select the easiest level of play when starting out as the game is a challenge on level 3.

- The "E" option allows you to play a game where only known enemy units of both sides will appear on the map during the Combat and Operations Phases. This option is only available during a game between two human players.

- The "F" and "G" options allow the player to boost the strength of the units on the French and Allied sides, respectively. Level 3 is normal strength. Higher numbers increase the number of men in the units on the side chosen, while lower numbers decrease the number of men in those units. It is recommended that level 3 be used in most circumstances.

- The "H" and "I" options allow the player to alter the arrival time of reinforcements for the French and Allied sides, respectively. Level 3 is historical with no changes. Level 1 allows units to arrive up to four turns earlier than their historical arrival time while level 2 allows units to arrive up to four turns later. Level 4 allows units to arrive anywhere from 2 turns earlier than historical to two turns later. Level 5 is identical to level 4, except that it allows up to 4 turns of early or late arrival. Once players are familiar with the game, level 5 should be chosen to truly re-create the uncertainty of a battle where opposing commanders did not know the size of an enemy force or how quickly it would be reinforced.

- The "J" and "K" options allow for variable ammunition supply. Level 3 is again historical. Levels 2 and 1 give progressively less ammunition where levels 4 and 5 give progressively more.

4.2 Computer Directive Table

This table is displayed immediately after exiting the Game Menu, if you selected the computer to play one (not both) of the sides. This table allows you to choose the overall strategy to be employed by the computer opponent. If you have no special strategy in mind, select option "A". Option "A" allows the computer the most flexibility in choosing a strategy. All other options are actually just variants of option "A" with weighting towards various strategies. The rest of the options have the following effects:

- The Retreat-Automatic option forces the computer to retreat its forces without regard to the location of your forces. The computer will simply give ground and you must pursue.

- The Retreat-Random option is identical to the Retreat-Automatic option except that the computer will vary the speed of its retreat at random.

- The Retreat-Analyze Situation option forces the computer to give ground, but only in response to your attacks. The computer will generally hold unless approached.

- The Hold Positions-Automatic option makes the computer try to hold its current positions. The computer will not retreat unless pushed back by combat, in which case it will try to retake the terrain lost.

- The Hold Positions-Random option allows the computer the most variety in its disposition. Sometimes it will aggressively hold a certain position, refusing to retreat and counterattacking if forced back, while other times the computer will hold for just a short while and then pull back to a safer line.

- The Hold Positions-Analyze Situation option forces the computer to hold a specific position, but allows it to retreat or advance as needed in order to best counter your aggressive moves. This is best described as putting the computer in "reaction" mode where it reacts to your moves.

- The Counterattack-Automatic option is the most aggressive computer setting. The computer will relentlessly push against your forces all along the line. You will never be given a moment of rest.

- The Counterattack-Random option is just like the Counterattack-Automatic option except that the computer will vary the speed of its advance randomly.

- The Counterattack-Analyze Situation is the mode in which the computer is allowed to attack cautiously, maneuvering its forces to allow maximum concentration of firepower against its objectives. In this mode, the computer is not just trying to push you back, it is trying to take a specific objective and will maximize its efforts in this direction.

4.3 Sound

After exiting from the Game Menu, you will see a number of screens that display the losses suffered by both sides and the current score. These screens are more fully explained in section 10.0. After these screens you will be allowed to select "Y" or "N" to the question "SOUND ON?". If you wish no sound during the play of the game, select "N". Otherwise, select "Y".

4.4 Delay Timer

The next screen after the Sound On screen instructs you to set the Delay Timer. The timer determines how long messages remain on the screen during the game. You should play once with the default setting before choosing a different number. If the messages go by too fast or too slow, then you can change this delay in a later turn.

4.5 Sequence of Play

1. Command Control Phase
2. Mutual Operation Point Phase (Turn 1 only)
3. Reinforcement Phase (Not on Turn 1)
4. Ammo Resupply (Not on Turn 1)
5. 1st Player Leader Transfer Phase
6. 1st Player Objective Phase
7. 1st Player 1st Operations Phase
8. 1st Combat Phase
9. 1st Player Recovery/Operation Point Phase
10. 2nd Player Rally Phase
11. 2nd Player Leader Transfer Phase
12. 2nd Player Objective Phase
13. 2nd Player 1st Operations Phase
14. 2nd Combat Phase
15. 2nd Player Recovery/Operation Point Phase
16. 1st Player Rally Phase
17. 1st Player 2nd Operations Phase
18. 3rd Combat Phase
19. 1st Player Recovery/Operation Point Phase
20. 2nd Player Rally Phase
21. 2nd Player 2nd Operations Phase
22. 4th Combat Phase
23. 2nd Player Recovery/Operation Point Phase
24. 1st Player Rally Phase
25. Victory Phase

This is a listing of the sequence in which a turn of The Battles of Napoleon is played. The Command Control Phase is more fully explained in section 9.0; the Recovery/

Operation Point Phase and the Reinforcement Phase are detailed in section 10.0; the Objective Phase is explained in section 5.0; the Leader Transfer Phase is explained in section 9.12; the Operations Phase is explained in section 6.0; and the Combat Phase is outlined in section 7.0. The reason that some of the early phases are explained later in the manual is that you need not know all of the details about these phases in order to begin the game.

In the Mutual Operation Point Phase that occurs only on turn 1, the computer simply assigns Operation Points to units, allowing both sides to move and fire in their subsequent movement and combat phases. The two other phases listed as only occurring after turn 1 are not used on turn 1 because units are not going to be in need of ammo resupply (see section 10.0) and units may not come in as reinforcements on turn 1 (see sections 10.2 and 15.0).

5.0 OBJECTIVE PHASE

Because of the sheer size of battles in the Napoleonic age, high level commanders generally gave fairly vague instructions to their subordinates, who in turn gave more detailed instructions to their subordinates, and so on. In this game, however, you will be able to play the parts of both the high level commanders and their subordinates. You will give objectives to your Division leaders which will tell them generally where you want them. This is what the Objective Phase is all about, and represents the orders given by the Army commander to the Corps or Division commanders saying such things as, "Move your Division to that hill over there and wait for further instructions."

The Movement Phase also enables you to have control over the tactical level. In this phase, you can move individual battalions and regiments to specific locations, thus giving you the ability to play the role of both the Army commanders and the Brigade commanders.

5.1 Objective Phase Information Area

Once in the Objective Phase, you will be presented with a strategic view of the map. Below this map is an information area which gives a summary of the options you have in this phase. Certain letters are highlighted and show the keys to press to select an option.

5.11 ACTIVE LEADER

The active leader and his current formation (brigade, division, corps...) are shown in the top left of the information area. For example, DIV: MORRAND shows that the active leader is Morrand, and that he is a Division commander. The units in Morrand's Division are highlighted on the screen.

5.111 Command Levels

The objective squares for infantry units are usually set at two command levels (formation levels) above the lowest level of infantry organization (individual infantry unit). If the individual infantry units in your force are battalions (as is common), then the lowest level of your infantry organization is the battalion. This will result in objectives being set at the Brigade or Division level.

The objective squares for cavalry units are set at one command level above the lowest level of organization. Artillery units do not get assigned objective squares.

5.12 OBJECTIVE SQUARE

Directly under the active leader listing is a display showing where the current objective for the active leader's formation is. For example, OBJECTIVE = 14,9 shows that the current objective for the current formation, in this case Morrand's Division, is in square 14,9. This location is given as an X,Y coordinate (see section 5.121 for details) and is shown by a blinking cursor on the map.

5.121 Coordinates

The X coordinates start at the left side of the map, where X is 0, and increase as they move right. The Y coordinates start at the top of the map, where Y is 0, and increase as they move down. The coordinates for the top left square on the map is 0,0. The coordinates for the square that is both 10 squares down from the top and 10 squares to the

right of the left map edge are 9,9. This is because the numbering begins with 0.

5.13 MOVING THE CURSOR

The bottom line shows the keys which may be used to move the cursor. These numbers are illuminated. Movement is in the direction indicated by the movement compass in the upper right corner of the information display.

5.131 Movement Compass

To the right of the information area, numbers are arranged in one of the following two patterns:

8 1 2	7 8 9
7 0 3	4 5 6
6 5 4	1 2 3
<i>Standard</i>	<i>Keypad</i>

Each of these is a movement compass. Pressing the keys for the numbers on the outside of the compass causes the cursor (the rectangle at center screen) to move in the direction that number lies from the center of the compass.

5.14 NEXT LEADER

This option, selected by pressing the "N" key, allows you to scroll through your available leaders, examining their current objectives, and changing them if you so desire. If you continue to select the "N" key, you will eventually find yourself back at the beginning leader again. Note that as you press the "N" key, and the leader changes, the highlighted units and the flashing cursor will change locations, indicating the units and objective of the newly selected leader.

5.15 CURSOR LOCATION

This X,Y display, located on the bottom of the Objective Phase Information Area, shows the current location of the cursor in X,Y coordinates. If you move the cursor, as outlined in 5.13 above, this display will change with the movement.

5.2 Objective Selection

In all scenarios, formations will start the game with their objectives already selected. You may change these objectives as desired in the first Objective Phase without penalty.

However, changing objectives in later Objective Phases will result in the penalties outlined in section 5.41.

5.3 Objective Effects

A unit's movement is restricted by its objective. When a unit is being moved, the information area for that unit will show a number in parentheses next to its direction of facing (DIR). That number is the direction in which that unit should move in order to bring it closer to its objective.

5.31 MOVEMENT PENALTIES

Units which move in the direction shown in parentheses (or within 1 of that direction) suffer no movement penalty. Units which move in any other movement direction are penalized based on how far away their movement direction is from the direction in parentheses. All penalties are in movement points, also known as Operations Points, which are explained more fully in section 6.31.

The amount by which a unit is penalized is based on the following example:

A unit's objective is in direction 3 on a standard movement compass. If the unit was to move in directions 2, 3, or 4, there would be no movement penalties. However, if the unit moved in either direction 1 or direction 5, there would be a one movement point penalty for moving in that direction. If the unit was to move in directions 8 or 6, there would be a 2 point movement penalty. There is a 3 point movement penalty for moving in a direction opposite to that of your objective. Note that this penalty is per square entered.

Units within 5 squares of their objective square may move in any direction without penalty.

5.4 Changing Objectives

A formation's objective may be changed during the Objective Phase. To change an active leader's formation's objective, move the cursor over the square you want to be the new objective, and press the "O" key. The new objective square is set, and the game proceeds to the next leader.

5.41 CHANGE PENALTIES

When a new objective is selected for an organization, the Operation Points (see section 6.31) for all units in that organization are halved during the following Movement Phase. These units will also lose 2 to 4 levels of Readiness depending on the leader's rating (see section 9.1) and a random factor. The only exception to this is during a player's first Objective Phase. During the first objective phase of the game, a player may change objectives without these penalties being assessed.

5.5 Exiting the Objective Phase

To exit the Objective Phase you simply press the "E" key. As there is no fail-safe question, once you press this key you are out of the Objective Phase and into the Operations Phase. This is important because in the first Objective Phase of the game, the penalties listed above do not apply. Therefore, press the "E" key only when you are sure you are through with this phase.

6.0 OPERATIONS PHASE

The Operations Phase is where you examine the map, move all of your units, give them orders, and alter their formations. It is where all of the game decisions are made and is the heart of The Battles of Napoleon. Once you understand this phase, you understand how to play the game.

Cursor Menu

When you enter the Operations Phase, you are placed in Cursor Mode. This is where the Cursor Menu is displayed at the bottom of the screen and you are able to move the cursor about the map. Several important functions are available in this mode.

6.01 CURSOR MENU COMMAND SUMMARY (SEE BACK COVER)

6.02 PLAYER PHASE

The first and second lines in the Cursor Menu list several important bits of information. They list the date and time of the battle, the phase number, and which player's phase it is. The player and phase information assists in keeping track of where in the

sequence of play you are. The date of battle is just for reference, but the time of day is important in figuring out how many turns are left in the game. For the historical scenarios, the hour of the first and last turns are listed in section 13.0.

6.03 CURSOR MOVEMENT

On the second line of the Cursor Menu the keys are shown which will move the cursor about the map. They correspond to the movement compass shown on the right of the Menu. See section 5.13 for more details.

6.04 ACCESSING A UNIT WITH THE SPACE BAR

The listing SPACE is there to remind you that if you move the cursor over a unit and press the space bar, the unit will be accessed and you will go from the Cursor Menu to the Command Menu (see section 6.31). A unit must be accessed in order to give it orders.

6.05 VIEW AND LOS

The "V" key is enabled to allow you to view the Line of Sight (LOS) from the square the cursor occupies. When this option is chosen, you are prompted to choose a direction. This direction is the compass direction you wish to examine for the LOS. After selecting a direction, a portion of the map will be highlighted. The squares that are highlighted are the squares that can be seen from the cursor-occupied square, in the direction you indicated. LOS is blocked by certain types of terrain.

6.06 SEEING UNDER UNITS

The "T" key can be pressed to remove all units from the map so that you can see the terrain underneath.

6.07 TERRAIN TYPE AND ELEVATION

On the bottom of the Cursor Menu is a listing showing the type of terrain that is in the square that the cursor is over, and the level of elevation that this terrain is at. An example would be CLEAR (3). This would indicate that the cursor is in a clear terrain square and is at level 3 elevation. See the Terrain Effects Chart in the back of this rulebook for more details on the effects of terrain and elevation.

6.08 CURSOR LOCATION

The X,Y listing on the bottom of the Cursor Menu tells where the cursor is at any given moment. This is using the standard coordinate system, listed in section 5.121.

6.09 CHANGING MAPS

Pressing the "O" key will change the map from the tactical scale to the strategic scale shown during the Objective Phase. This "zoom out" map is useful in getting an overall picture of the battle. However, since everything on the strategic map is smaller, much of the detail is lost and it is suggested that players use the tactical map to give their orders. The "O" key will also switch the scale back if pressed again.

6.10 ENTERING THE COMBAT PHASE

Pressing the "C" key will cause you to exit the Operations Phase and enter the Combat Phase. This key does have a verification prompt, so if you press it by accident, you will be able to stay in the Operations Phase.

6.11 VICTORY SQUARE HIGHLIGHTING

Pressing the "W" key will highlight all of the victory squares for each side.

6.2 Command Menu

This menu appears when a unit is selected by using the Space Bar in the Cursor Menu while the cursor is over a friendly unit. The Command Menu permits you to move units and to give them orders for combat. Generally, a unit must be accessed before you may move or give orders to it.

COMMAND MENU COMMAND SUMMARY

This is simply a summary of all of the commands available from the Command Menu. Although not all of them have been explained in this section, the brief description below will tell you where to find more detailed information on the command. They are listed here for convenience:

(0) – This command centers the map on the unit (the command is "5" if using the alternate keypad).

(1-8) – moves the unit in the desired direction as indicated by the movement compass at the bottom right of the screen ("1-9" for alternate keypad users).

(A)**dvance** sets the unit to advance into a square vacated by the retreat of enemy unit(s) in front of the advancing unit. To be eligible to advance, that friendly unit's fire or melee combat must have caused the enemy unit to retreat. As this is a toggle, if the ADV: flag is already set to Y, pressing the "A" key again will set it back to N (see section 6.42).

(D)**irection** permits you to change the facing of the accessed unit (see section 6.36).

(F)**ire** calls up the Fire Menu which permits the giving of fire commands (see section 6.41).

(G) changes the cavalry auto-retreat toggle (see section 6.434). For infantry units and artillery units, it changes the unit's Road Mode status from Normal to Road (see section 6.351).

(H) increases the number of skirmishers out by 25% of the total skirmishers in the unit until 100% is reached. Once 100% are out, pressing the "H" key again resets the % out to 0% (see section 6.354).

(I)**nverse** allows the accessing of a higher level of organization to give certain fire orders to all units of that formation. A sub menu allowing you to select NO PLOT or NO FIRE orders for the entire organization. Units accessed may be from regiment through army (see section 6.41).

(J) highlights the accessed unit's objective square (refer to section 5.0).

(K) orders skirmishers out of the unit. If skirmishers are already out, they are then ordered back in by this command. This also causes the SKRM number on the Infantry Command Menu to be highlighted.

(M)**elee** plots the unit to melee any enemy units in the square that the unit faces. If the unit is already under orders to melee, pressing this key will order the unit NOT to melee (see section 6.42).

(N)**ext** accesses the next friendly unit in the Order of Battle (see section 12.1).

(Q)**uit** exits from the unit to the Cursor Menu (see section 6.1).

(R) switches the unit between frontline status and non-frontline status (see section 6.341).

(S)**elect** formation allows you to change formation for the unit in question. The types of formation available to the unit will be automatically listed and offered to you (see section 6.35).

(SPACE BAR) switches between the Command Menu pages for the currently accessed unit. This is a toggle so hitting the SPACE BAR again will return you to the 1st page of the Command Menu (see section 6.32).

(T)**errain** removes the unit shapes from the map allowing you to examine the terrain underneath.

(U)**nder** allows you to access the next unit in the square. If selected when there is only one unit in a square, there will be no response.

(V)**iew** highlights all squares that the currently accessed unit can see and fire at with its weapons (see section 6.41).

(W) highlights all victory squares on the map, first for one side and then for the other.

(X) force marches the unit, adding 1 OP point at a cost of adding 6 Fatigue points.

(Z) aborts all of the orders given to the currently accessed unit since its most recent access. If you (Q)uit a unit and then pick it back up, you may not abort any previously given orders (see section 6.32).

6.21 COMMAND MENU INFORMATION AREA

6.211 Infantry Information Area

Here is a sample Infantry Information Area:

FR 1/12/3 LN	INF BATT	DIR:3(3)	812
340 MEN	0 SKRM	AM:7 FL:N MUS	703
OP:11	FT:0	EFF:60	ADV:N MEL:N
RIDGE (2)	X,Y:6,10	NO PLOT	654

Note that unlike previous menus, this information area does not provide a summary of

the commands which can be given from the menu. The following information is provided:

6.212 Information Area Description Unit Name

FR 1/12/3 LN: This unit is French (FR). It is the first battalion of the 12th regiment of the 3rd division (1/12/3). It is a line unit (LN) as opposed to a light (LT) unit.

Unit Organization

INF BATT: This unit is an infantry battalion (INF BATT).

Facing and Objective Direction

DIR:3(3): This unit is facing in direction (DIR) 3. The straightest path to its objective square is to move in direction (3).

Number of Men

340 MEN: This unit contains 340 men.

Number of Skirmishers

0 SKRM: This unit contains no men which can skirmish. Note that this area will be inverted if skirmishers are currently deployed. (See section 6.354 for a description of skirmishers.)

Ammunition Status

AM:7: This unit has enough ammunition for 7 shots. Ammunition is replenished in the Replenishment Phase (see section 10.1).

Front Line Status

FL:N: This unit is not (N) a front line unit. Front line units are the only ones which suffer casualties from fire combat (see section 6.341).

Armament

MUS: This unit is armed with muskets (see table in section 20.5)

Number of Operation Points

OP:11: This unit has 11 Operation Points (see section 6.31).

Fatigue Level

FT:0: This unit has no Fatigue (see section 8.1).

Efficiency Level

EFF:60: This unit has a current efficiency level of 60 (see section 8.3).

Advance Status

ADV:N: This unit is not (N) currently set to advance after combat (see section 6.42).

Melee Status

MEL:N: This unit is not (N) ordered to melee the square directly ahead of it (see section 6.42).

Type and Elevation of Occupied Terrain

RIDGE (2): This unit occupies a ridge square which has an elevation of 2 (see section 6.38).

Unit Location

X,Y:6,10: This unit occupies the square with X coordinate 6 and Y coordinate 10.

Fire Plot

NO PLOT: This unit is not plotted to fire. In the event that a valid target becomes available, the computer will plot the unit's fire (see section 6.41).

Artillery Information Area

The display for artillery units is very similar to that of the infantry units described above. The only differences are in the lack of skirmishers (artillery may not put out skirmishers), in the addition of a display showing the number of guns remaining, and in the deletion of the objective direction. The objective information is deleted because artillery units are not subject to the same objective penalties as are infantry units.

Cavalry Information Area

The display for cavalry units is identical to that of infantry units. Note that in general, cavalry units will have more OP points than infantry and will usually be armed with only SBR (sabre) as opposed to MUS (musket). In addition, cavalry never have skirmishers.

6.22 COMMAND MENU SECOND PAGE

The space bar allows you to switch between the information area described above and a more detailed summary of a unit's status. Pressing the SPACE BAR after accessing FR

1/12/3 LN brings up the following screen:

6.221 Infantry Command Menu Second Page

FR 1/12/3	#20	X,Y:6,10
REG: COURTIER	5	X,Y:6,10 (0)
DIV: AULARD	6	X,Y:7,12 (2)
CORPS: EUGENE	12	X,Y:5,9 (1)
ARMY: NAPOLEON	15	NOT ON MAP
OBJECTIVE: 14,10 (3)	READINESS: 5	
MEN: 340	FRONTLINE: NO	
SKIRMISHERS: 0	(IN) (0%)	
OPERATION POINTS: 11	FACING: 3	
COMMAND CONTROL: 24	AMMO: 7	
DISRUPTION LEVEL: 0	MORALE: 60	
EFFICIENCY: 60 (68)	FATIGUE: 0	
MELEE FACTOR: 4	MELEE: NO	
FORMATION: COL	ROAD MODE: NORMAL	
WEAPON: MUS	NO PLOT	
ADVANCE: NO	LEADER: COURTIER	

The first section (the first five lines) gives a summary of the command hierarchy for the unit. The first line gives the unit's name (FR 1/12/3), its unit # (20 – note that unit # is primarily for usage with the Editor), and the X,Y location that the unit currently occupies (6,10). The second line gives the next level of organization to which the unit belongs to (REG or regiment), the regimental commander's name (Courtier), Courtier's leadership bonus (5), the X,Y location that the regimental commander occupies currently (6,10), and the distance in squares to that leader (0). This information is then repeated for each of the next lines, until the Army commander is reached. This display may be less than five lines if the lowest level of organization is higher than battalion (as is the case in the Borodino and Waterloo scenarios).

The next three sections (lines 6 through 17) give specific information about the unit. Although each item is explained in detail in the appropriate section, here is a brief summary:

OBJECTIVE: 14,10 (3): indicates that the objective for the unit is in square 14,10 and that objective is in direction (3) from the unit.

READINESS: 5: displays the unit's Readiness level (see section 8.4). This number ranges from 0 to 7, with a higher number being better.

MEN: 340: shows how many men are left in the unit (minus casualties suffered this far into the game). Obviously, this number will tend to go down as the game goes on.

FRONTLINE: NO: indicates that this unit is not a frontline unit (see section 6.341).

SKIRMISHERS: 0: shows that this unit has no skirmishers. This will prevent it from putting skirmishers "out" (see section 6.35).

(IN) (0%): In this case the first bracketed part tells us whether or not our skirmishers are deployed (see section 6.354), in which case this would read (OUT). The second part tells us the percentage of skirmishers out, in 25% increments.

OPERATION POINTS: 11: The unit has 11 operation points remaining (see 6.31).

FACING: 3: The unit is facing in direction 3.

COMMAND CONTROL: 24: The unit's command control number (see section 9.0 for details).

AMMO: 7: The unit has 7 shots of ammunition left.

DISRUPTION LEVEL: 0: The unit has no Disruption. Disruption may be anywhere from level 0 to level 5 (see section 8.5).

MORALE: 60: The unit's Morale is 60 (see section 8.2.).

EFFICIENCY: 60 (68): The unit is currently at an efficiency of 60 out of a possible maximum of 68 for this unit. Given time to rest and recuperate, this unit will eventually go back to an efficiency of 68. Section 8.3 describes efficiency more thoroughly.

FATIGUE: 0: The unit is fully rested. As the unit performs actions, Fatigue will go up as the unit tires. Fatigue goes down when the unit is allowed to rest (see section 8.1).

MELEE FACTOR: 4: The relative melee ability of the unit. This scale goes from 1 to 9, with 1 being the lowest and 9 being the highest. As a general rule, the highest melee factor ever found on an infantry unit is 5, with higher values only being found on cavalry. Melee factor is explained in section 7.3 and in section 15.

MELEE: NO: The unit's melee flag is set to NO. This unit will not attempt to melee the units directly in front of it. If this flag is set to YES, then the unit will try to melee the unit directly in front of it.

FORMATION: COL: The unit is in column mode. The other modes are explained under section 8.3.

ROAD MODE: NORMAL: The unit is not in Road Mode. If this unit was in Road Mode, this display would read ROAD.

WEAPON: MUS: The unit is equipped with Muskets. The complete list of weapons can be found in the Weapons Table (see table in section 20.5).

NO PLOT: The unit has no fire plot. This means that the unit will not fire unless an enemy unit comes within range and arc of fire. See section 6.41 for more details.

ADVANCE: NO: The unit is not plotted to advance after combat. If this flag is set to YES, the unit would advance into the square directly ahead of it, if left vacant by a retreating enemy unit, after the combat phase.

LEADER: COURTIER: The unit has an attached leader, in this case COURTIER is his name. His position is indicated at the top of this page of information.

6.222 Artillery Command Second Page

This display is very similar to the Infantry Command Second Page, with a few exceptions. The main difference is in the lack of leader information at the top, due to the fact that artillery generally don't go into the normal command structure. In addition, the skirmisher information is missing because artillery cannot skirmish. Also missing are the Melee and Advance flags, because artillery may not do either voluntarily.

6.223 Cavalry Command Second Page

Again, this display is similar to that of the infantry, with the addition of a listing for whether or not the unit's CAV RETREAT flag is set to yes or no. This listing is added where the ROAD MODE listing used to be, as cavalry units may not enter road mode.

6.3 Movement Orders

Once a unit has been selected it may be moved using the movement keys (1-8 or 1-9, depending on the compass you chose). A unit's movement is restricted by a number of factors which include terrain, the presence of enemy units, the formation the unit is in, the unit's objective, and the number of operation points it has.

6.31 OPERATION POINTS

Operation Points (OP points) represent, in effect, the speed at which a given unit can act. The more OP points a unit has, the more it can do. OP points are expended whenever a unit moves, fires, changes formation, changes facing, melees, or any of a number of other actions. The number of OP points that a unit receives is varied according to its Command Control (see section 9.0) and its Operation Point Modifier (see section 15.0). Generally, the number of OP points a unit will receive is between 8 and 15 OP points, although this can vary with the nationality of the unit (see section 15.0). OP points are received at the conclusion of each combat phase.

6.32 MOVING A UNIT

Units are moved by accessing them (place the cursor over them and hit the SPACE BAR) and then moving them in the desired direction through use of the movement compass. Movement expends OP points as per the Operation Costs Table (see section 20.15). Units may always move one square, at the cost of all remaining OP points (exception: see section 6.33).

Units may not enter certain types of terrain (as specified in the Operation Costs Table) and may not enter a square containing an enemy unit. Just moving next to enemy units incurs additional OP points costs, as specified in section 6.33.

Involuntary movement of units may occur in other phases than the movement phase, such as advances after combat in the combat phase. The involuntary movements cost the unit no OP points.

If, during movement of a unit, you decide that you have changed your mind and would like to take back the move you are making, then press the "Z" key and the move will be aborted. Units that cause hidden units to appear and then have their move aborted with the "Z" key will be charged 4 OP points for their "reconnaissance".

Units may be restricted in their moves depending on the formation they are in. These restrictions are summarized in the Operation Costs Table (see section 20.15). They are also explained under section 6.35, Formations.

Note specifically that movement may involve costs for Fatigue as well as OP points. Fatigue reduces the Morale of a unit and therefore moving units without rest for long distances can cause them to become tired and less powerful as fighting forces.

6.33 ZONES OF CONTROL

The eight squares surrounding each unit constitute its zone of control (ZOC). ZOCs affect movement costs as per the Operation Costs Table. In addition to the extra OP point costs for entering or leaving an enemy ZOC, units will suffer additional losses when forced to retreat into an enemy ZOC. This also applies to units that rout in an enemy ZOC.

Movement of a friendly unit from one square of an enemy ZOC to another square of an enemy ZOC is not permitted, even if the friendly unit is only to move one square, unless the square that the unit is moving into is already occupied by a friendly unit. There are various recovery penalties associated with being in an enemy ZOC (see section 8.0).

6.34 STACKING

There are a number of restrictions to the number of men that may occupy a given square at a given time. This limit is 1800 infantrymen or 1200 cavalymen in a single square. These men may be of different units, so the limitation is not on the num-

ber of units but purely on the number of men. The number of men limit is halved when the square in question is a woods or town square. Artillery units count as a number of men equal to 50 times the number of guns in the unit. Therefore, an artillery unit with 6 guns counts as 300 infantrymen/cavalymen for stacking purposes.

Units may temporarily overstack during the movement of a given unit, but the unit being moved may not end its move overstacked. If it attempts to, a message will appear informing you that the only available option is to continue movement or to abort the move.

Cavalry may not stack with infantry. Artillery may stack with either infantry or cavalry.

During normal movement, routed units may not stack with another unit. A routed unit may only stack with another unit during the retreat movement.

6.341 Frontline Status

Frontline status represents the fact that only one infantry unit may actually occupy the "front" of a square while other units may be behind the front unit but still in the square. This is represented by the unit's frontline status. Frontline status is a toggle that is changed by pressing the "R" key. Only one infantry unit in a square may be the "frontline" unit and have its FL toggle read Y. All other units are automatically FL:N (see the Command Menu Information Area description in section 6.212). The non-frontline units in a square may contribute to melee combat, but may not fire. If several units in a square have their FL toggle read Y when you return to the Cursor Menu, all but the first unit in a square will have their toggle changed to N. If no units in a square have their toggle set to Y, when you return to the Cursor Menu, the first unit will have its toggle set to Y.

Cavalry units are special in regards to the fact that multiple cavalry units within a square may have their frontline toggle set to Y.

All artillery units within a square may be frontline. This is in addition to the one

infantry unit. Thus, one infantry unit AND any artillery units may be frontline within a given square.

Units that are non-frontline may not fire during the fire phases.

6.35 FORMATIONS

Formations represent the way that the infantry, cavalry, or artillery unit is deployed within the square. Different formations have different effects and are a very important part of the game. You change the formation of units during the Operation Phase by pressing the "S" key. A list of the available formations will then appear at the bottom of the informational area and allow you to select the desired formation. If the same formation that the unit is currently in is selected again, the unit will simply ignore the command and no OP points cost will be assessed. When a unit changes formation, it pays a cost as per the Operation Costs Table (see section 20.15). Note that the different formations have different graphic shapes to represent them.

6.351 Infantry Formations

Infantry can adopt four formations and one mode, each with its own effects, strengths, and weaknesses. They are:

Line Formation: This gives infantry its greatest firepower with reduced movement. Line is the formation to use to bring fire on an enemy.

Column Formation: This formation allows much greater mobility than line formation because the infantry is marching in a tight, easily controlled column. Units in column are very powerful in melee but suffer higher casualties from fire and are less powerful in fire combat.

Square Formation: Square was a formation developed specifically to protect units from cavalry melee attacks. Units in square have no mobility and may see in all directions. They cannot be flanked and suffer greatly from fire combat. They are vulnerable, in fact, to virtually everything but melee attacks. However, they are very resistant to cavalry charges. Units will spontaneously attempt to form square when charged by cavalry.

Open Formation: This represents a "spread-out" formation that permits units to move through and deploy in woods and towns. Units in open formation suffer greatly from melee attacks but are the most resistant to fire combat. However, they are incapable of powerful return fire. This is primarily a defensive formation used when approaching an enemy while under heavy fire.

Road Mode: This is a special type of formation that is not reached with the "S" key. A unit may only enter or leave road mode at the beginning of its movement phase. To enter or leave road mode, press the "G" key. An infantry unit may only enter road mode if it is not within four squares of an enemy unit. Road mode allows a unit to move very swiftly using roads. However, units in road mode are VERY vulnerable to fire combat. They are automatically treated as if they are in column formation and take DOUBLE casualties from fire combat.

6.352 Artillery Formations

Artillery can also adopt one of three different formations. They are:

Limbered Formation: This is the formation that artillery units must adopt in order to move. An artillery unit in limbered formation may not fire.

Unlimbered Formation: This is the opposite of limbered formation, and when an artillery unit is unlimbered, it may fire but may not move. Unlimbered artillery may change facing (see section 6.36) and are therefore not required to limber, turn, and then unlimber.

Open Formation: This formation is much like the infantry counterpart. It is the same as unlimbered, except that the guns are deployed in a "spread-out" fashion. This is required if the unit is to deploy in woods or town, and will cause the unit to inflict fewer casualties (however, the unit will suffer fewer as well).

Note specifically that artillery units can also adopt "road mode" as described above, with similar results and effects.

6.353 Cavalry Formations

Cavalry units also have five different formations they can adopt:

Charge Formation: This formation permits the cavalry to execute a charge. It is a special formation that combines movement and melee into a single action. When a cavalry unit adopts charge formation, it is immediately prompted to select a target square for the charge. The menu that is presented is much like the fire menu (see section 6.41) and allows you to view the area which you may target, to select a target square, or to exit the menu. Units in charge formation may not move, except during the cavalry charge sub-phase of the combat phase, at which time they will move automatically. See section 6.43 for more details on charges.

Counter-charge Formation: This formation is identical to charge formation in that after a cavalry unit adopts it, it may not move until it changes back to normal, open, or dismounted formation. Once you place a unit into counter-charge formation, it will wait until an enemy cavalry unit in the midst of a charge comes within 6 squares and in LOS of your counter-charger. At that point, your unit will have to pass a charge test (see section 6.43) and, upon passing it, you will be prompted as to whether you would like your unit in counter-charge formation to counter-charge. If you answer yes, your unit will charge towards the charging enemy cavalry. This charge operates in the same way as a normal charge, right down to having your counter-charging cavalry unit forcing enemy infantry units to form square or retreat (see section 6.43).

Normal Formation: This represents the normal movement mode of cavalry. The only cavalry units that may fire while mounted are units armed with carbines (CRB) (see 20.5). These units fire under normal fire rules (see 7.3) and may only fire while in Normal or Open formation.

Open Formation: Open formation permits cavalry to move through woods and towns and represents the unit being spread-out over the square. Units in open formation are less powerful in melee combat but are more resistant to fire combat. The only cavalry units that may fire while mounted are units armed with carbines (CRB) (see 20.5). These units fire under normal fire rules (see 7.3) and may only fire while in Normal or Open formation.

Dismounted Formation: This formation will only be offered to cavalry that is armed with other than sabres (see chart 20.5), allowing them to dismount and fight as infantry. Only units so armed may dismount. Once a unit dismounts, it is treated just like an infantry unit in line formation. Note that dismounted cavalry may not form square or column, nor may they enter road mode.

6.354 Skirmishers

Skirmishers were troops that would operate ahead of infantry units, screening the main units from enemy fire. They were light troops that operated in a sort of loose line and attempted to engage enemy units with harassing fire. Of course, the more skirmishers that there were, the more dangerous was this "harassing fire". The main purpose of this fire was to cause confusion in the enemy ranks as the enemy tried to deploy into a combat formation. The only effective counter for these groups of light troops is skirmishers to engage the skirmishers.

In game terms, skirmishers, when deployed, reduce the casualties suffered by an advancing formation. They also provide very effective fire against an enemy unit. They are deployed by pressing the "K" key with a unit selected. This will also toggle the Skirmishers IN/OUT flag on the Infantry Command Menu Second Page (see section 6.221 above). This action costs 1 OP point and cannot be accomplished if the unit in question has no skirmishers or is in an enemy ZOC. Skirmishers that are deployed come from the unit, they are not extra men (see the example below). Once skirmishers are deployed, the % OUT flag can be changed, in increments of 25%, by pressing the "H" key. This % represents the percent-

age deployed of the maximum number of skirmishers the unit could deploy. Example: A French infantry unit with 600 men is listed as having 100 skirmishers. This means that the unit has a total of 600 men, of which 100 can skirmish. If the unit deploys 50% skirmishers out, that means that there are 50 skirmishers deployed and 550 men in the main unit.

Skirmishers are very vulnerable to melee, and will therefore automatically recombine back into the main unit in the event of melee combat. In addition, any unit that is comprised completely of skirmish infantry (ie, a unit that has an equal number of men to skirmishers and has 100% skirmishers OUT) will automatically retreat if charged by cavalry (see section 6.4) or if they are not deployed in woods, town, or redoubt terrain and they are meleed by enemy infantry.

All casualties taken in fire combat by a unit with skirmishers deployed will be taken mostly by the skirmishers. This means that skirmishers, although very resistant to enemy fire, will wear out quickly. Units that are victims of a cavalry charge that do not retreat or form square will take heavy casualties to their skirmishers.

As a general rule, the only reason to operate a line infantry unit (one with only a portion of its men capable of skirmishing) with only 25, 50, or 75% skirmishers out is to save some of them for later in the battle. Once a unit loses its skirmishers, it will be much more vulnerable to fire combat, especially from enemy units with skirmishers.

Following any combat phase, all units currently in an enemy ZOC will pull all of their skirmishers back in and will have their skirmisher out flag reset to N. The only exception to this is a unit in woods, town, or swamp.

6.36 FACING

Every unit has a specific facing that indicates the direction the men in the unit are pointed. Infantry units in square formation have no specific facing, as they face in all directions. They can see in all directions and cannot be attacked in the flank. All other formations have a specific direction

in which they face and can "see". Facing can be changed by pressing the "D" from the Command Menu. Changing facing costs 1 OP point.

All units with a specific facing can "see" in a 90° angle. This angle extends from the center of a unit's square in the direction it is facing and determines a unit's Line of Sight (LOS). LOS controls what squares a unit may shoot at and is affected by facing, terrain, and the presence of units (friendly or enemy).

Facing also affects combat. If a unit is attacked from a square that is not in its front 90° angle of fire, it is being attacked in a flank. A unit that is flanked will suffer additional casualties in fire and melee combat. In addition, units may not fire from their flanks. Units in a redoubt cannot be flanked.

All units in a square must have the same facing. Because of this, when a unit is selected out of a stack of units and its facing is changed, all units in the stack are turned as well. Only the selected unit must pay the OP point cost for turning.

6.37 FORCED MARCHING

This is an option that allows you to increase the number of OP points available to a unit. You may force march a unit by pressing the "X" key. This increases the number of OP points available to the unit at a cost of 6 Fatigue per extra OP point. Extremely tired units and routed units may not use forced march. In addition, units may not use this option if they have more than 40 Fatigue. Units may gain a Disruption level from using force march (see 8.5).

6.38 TERRAIN

Virtually every facet of the game is affected in some way by terrain. Terrain can block LOS, give combat benefits to units occupying certain types of terrain, and will vary the number of OP points required to move a unit. See the tables in section 20 for further information on terrain effects.

6.4 Fire and Melee Orders

The object of the game is to cause casualties to enemy units to force them to run away, allowing your forces to hold certain map objectives. Casualties are caused by one of two methods: firing at enemy units with your units and meleeing enemy units with your units. Because of the level of detail shown in this game, you are able to give individual orders to your units, telling them which enemy units to shoot at and which ones to melee. You may even tell your units not to fire until the enemy is at point blank range. However, you are not forced to do this. If you give your units no orders at all, they will fire at targets that they themselves choose, assuming that they have the OP points required. Units must have 1 OP point remaining at the end of the Operation Phase to be able to fire. They must have an additional 2 OP points remaining if they wish to melee as well. Note that artillery must have 4 OP points to fire.

In order to give specific fire orders to a friendly unit, press the "F" key while in the Command Menu and the Fire Menu will appear.

Artillery units that are ordered to fire at a specific target may retarget to a different target if there is a closer one available. This is to simulate that artillery commanders would usually fire at advancing enemy troops that are close before they would even consider long-range bombardment. Artillery units will also not fire at long range unless specifically ordered to do so (with fire orders).

6.41 FIRE MENU

When in the Fire Menu, several options will be available:

(V) = Allows you to illuminate all squares within the LOS and firing range of the unit and its weapons. This is useful for figuring out which enemy units can be seen by the unit and which squares the unit cannot see because of terrain or other restrictions.

(T) = Gives a specific target to a unit. If the targeted unit is not in your unit's LOS, you will get a message to that effect. When this key is pressed over a legitimate target square, the unit will change its fire plot on the Command Menu Information Area to read the X,Y coordinates of the square you just selected. Note that it is possible to target a square that is currently empty in order to cover a specific location. If, in the enemy's subsequent Operation Phase, the enemy moves a unit into that square, it will automatically be targeted by your unit.

(E) = Returns you to the Command Menu with a NO PLOT reading in your fire section of the Command Menu Information Area.

(N) = Used to order your unit to hold its fire until the last possible moment. It is primarily used to prevent your units from firing, and thus tiring themselves and expending ammunition, until an enemy unit is adjacent to your unit. Selecting this option will put a NO FIRE reading in the unit's fire section. You cannot prevent a unit with ammunition from firing in its own defense if an enemy unit is adjacent to your unit. Therefore, the NO FIRE option will be ignored if a unit has an enemy target adjacent to it.

6.42 MELEE AND ADVANCE TOGGLES

Units can set the melee flag to Y by pressing the "M" key from the Command Menu. This orders the unit to melee any enemy units in the square directly in front of it during the combat phase. Changing the toggle costs no OP points, but the unit must have 1 OP point available after fire combat in order to initiate a melee. See section 7.3 for more information on melee combat and its effects. Pressing the "M" key again will change the melee toggle back to off.

The advance flag is also a toggle and can be changed to Y by pressing the "A" key from the Command Menu. This orders the unit to advance into the square directly in front of it, if it is vacant, after the combat phase. It costs the unit no OP points or Fatigue to advance after combat. A second press of the "A" key will change the advance flag back to N.

6.43 CAVALRY CHARGES

Cavalry charges are a special attack form that combine movement and melee. In order for a cavalry unit to execute a charge, it must be in charge mode, must have selected a target, and must pass a charge test (see section 6.435). In addition, the cavalry unit must have a Disruption level of 3 or less (see section 8.5), must have at least 6 OP points remaining after entering charge formation, and must have a Morale of at least 25 (see section 8.2).

A cavalry charge is initiated by changing the cavalry unit's formation to charge formation. You will then be presented with a charge menu. Selecting the "V" key will inverse all of the squares that the cavalry unit could charge. Note that a cavalry unit does not need to see the square it is charging in order to charge it. Once in this menu, you move the cursor, using the movement compass, and then press the "T" key over the square that you wish for the cavalry unit to charge. This will initiate a cavalry charge against that square. You don't actually give cavalry orders to charge a specific unit, just specific squares. The cavalry unit will then melee the first unit it contacts on its way to the square you targeted. If it reaches the square without hitting any enemy troops, it will stop.

Cavalry that pass their charge test will charge directly towards their selected target square moving in as straight a line as possible while avoiding movement through any friendly infantry or artillery units.

When a charging cavalry unit enters an enemy ZOC, it will stop. At this time, a number of checks are performed. The cavalry unit may do a number of things including overrunning the unit it has just contacted, causing casualties to both the target unit and the cavalry unit and forcing the enemy unit to retreat. If this happens, the cavalry unit will gain 4 Fatigue and a Disruption level and then may proceed with its charge, possibly on to another unit. Another possible charge contact result is that the enemy unit may stand and the cavalry unit will attempt to melee the enemy unit rather than running through it to contact another

unit. If this happens, the charge will stop and melee will occur in the melee phase.

Cavalry units gain 2 Fatigue for each square entered during a charge. This is in addition to any Fatigue gained for overrunning or meleeing enemy units.

Cavalry may not melee units that are in town, woods, redoubt, or sunken road. If they move adjacent to a unit in such terrain during a charge, the cavalry unit will stop and will not be able to melee that unit. In addition, units in such terrain are not forced to check for forming square in the face of a cavalry charge.

6.431 Counter-Charges

Cavalry which is set to counter-charge will move to engage any charging enemy cavalry within 6 squares that is within its LOS. Counter-charging cavalry units must pass the same charge test as charging cavalry and suffer the same charge penalties and benefits as do normal charging cavalry.

6.432 Infantry Charge Reaction Tests

Infantry, when faced with charging cavalry units, would generally try to change to the square formation, or "form square" as it was called. The infantry units will make a "square test" whenever any charging enemy cavalry comes within 2 squares (one square if the infantry unit has an enemy unit adjacent to it) of the infantry unit. There are three possible results of this test.

The first possibility is that the unit will form square and stand to receive the cavalry charge. Cavalry generally fare poorly when attacking a square and will almost never succeed in seriously hurting the infantry in square. This is, after all, why the infantry try to form square.

Another possibility is that the infantry unit will stand, in whatever formation they are currently in, to receive the charge. This is less desirable, but infinitely better than the third result.

The last possible reaction is one of utter panic. The infantry unit may, if it feels that it can't form square in time, simply flee from

the cavalry. The unit will then retreat two squares, gain several levels of Disruption, and generally try to avoid the charging cavalry. They may also not test again that turn, which means that if the cavalry charge carries into them, they will automatically get overrun, usually resulting in a rout.

Infantry that is already in square formation or in certain terrain types (see section 6.43) is exempted from this reaction test. In addition, infantry composed entirely of skirmishers or units in open order will automatically flee from the charging cavalry.

6.433 Advancing Cavalry

Cavalry that ends its charge next to an enemy unit will try to melee that unit. If, in its melee, it forces the unit to retreat, it may elect to advance after combat. British cavalry that wins a melee will ALWAYS advance into the now vacant square. Non-British cavalry have a 20% chance of advancing after winning a melee. Cavalry that fails to win a melee or fails to advance after winning a melee will retreat from 3 to 5 squares and will change to open formation. In addition to the above retreat, cavalry that fails to advance will change its cavalry Auto-Retreat Toggle to "yes" (see 6.434).

6.434 Cavalry Auto-Retreat Toggle

Cavalry may be ordered to retreat before melee or if fired upon by enemy units. This is done by selecting the "G" key from the Command Menu. Cavalry so ordered may still charge, but will not melee any enemy units. They will simply charge to create confusion before retreating again. This represents a harassing attack. They will also retreat if fired upon by enemy infantry units. This represents that units in this mode are unwilling to engage enemy troops as they are just trying to harass the enemy, not fight them.

6.435 Cavalry Charge Tests

Cavalry that is ordered to charge must not only have the required OP points and morale, but must also pass a morale test as per the chart in 20.14. If the cavalry unit

passes this test, it will execute the charge as per 6.43. If the cavalry unit fails the morale test, it will gain 1 disruption level and will revert to normal formation.

6.436 Artillery Charge Reaction Tests

Artillery units that are charged by enemy cavalry will react, based on a number of factors. Artillery can react by retreating before the cavalry charge them, staying and firing until the last minute, or panicking and getting overrun by the charging cavalry.

If the artillery unit being charged is in limbered formation, it will automatically retreat 2 squares if charged by enemy cavalry and will stay in limbered formation. This will occur regardless of whether the unit is stacked with friendly infantry or not. Even if the friendly infantry that is in square formation (and thus invulnerable to cavalry charges), the artillery won't fit inside the square and will therefore run away. Artillery in limbered formation that retreat from a cavalry charge may gain disruption.

Artillery that is unlimbered and stacked with an infantry unit that is in square formation does not have to take a morale test and will stay in formation and will even fire as long as enemy units are not adjacent. Once an enemy unit comes adjacent to the infantry square that the artillery unit is hiding in, the gunners leave their guns and run inside the protection of the infantry square, preventing them from firing.

If an artillery unit is unlimbered and is stacked with an infantry unit that does not form square in the face of the charge, the artillery unit will take a morale test (see 8.2). Upon passing this test, the unit will stay and will fire during the appropriate phase. The artillery can still be meleed by any cavalry that survive the point-blank cannon barrage, but the artillery unit will probably have a good chance of survival against small numbers of enemy cavalry.

An unlimbered artillery unit that fails the morale test will do one of two things depending on whether it began the cavalry charge phase stacked with an infantry unit. If the artillery unit was alone, it will be overrun by the charging cavalry unit. This is

generally catastrophic as the artillery unit goes to 0 ammo, 20 effectiveness, and gains both fatigue and disruption levels. This will usually take the unit out of action for a long time. If, however, the artillery unit was stacked with friendly infantry and failed the morale test, then the artillery unit will go to limbered formation and retreat 2 squares. The unit will gain disruption from this retreat.

7.0 COMBAT PHASE

The combat phase is where all combat takes place, all casualties are inflicted, and all combat results are implemented. The combat phase is broken down into a specific sequence:

- Cavalry Charge Phase
- Mixed Artillery Fire Phase
- Mixed Fire Phase
- Cavalry Charge Melee Phase
- Melee Phase
- Retreat Phase/Advance Phase

Within each of these phases, all of the actual combat in the game occurs. Casualties are inflicted during the fire and melee phases based on a number of factors (see the Combat Tables in section 20.5 and 20.6). Casualties inflicted are measured in number of enemy men that are killed, wounded, or otherwise taken out of the battle. These are displayed during the fire phase as a number of "men lost". Units are eliminated when their number of men drops below a certain point (usually 20). In addition to the number of men lost, artillery fire can destroy enemy guns. If this happens, a "# guns lost" message will appear.

Each shot that a unit takes reduces its ammunition supply by one (see section 10.1).

7.1 Cavalry Charge Phase

This is the phase in which all cavalry charges are executed, all counter-charges are executed, and all infantry reaction tests are made. See section 6.43 for more information on cavalry charges.

7.2 Artillery Fire Phase

Artillery fire is resolved in this phase. Artillery units plotted to fire on enemy units will do so, artillery units with NO PLOT will select targets and fire at them. Artillery units with NO FIRE plots will choose targets that are adjacent to them (if there are any) and fire at them. The order in which artillery fire is based on where the units are on the map and their unit number.

There are some special restrictions on artillery fire. Artillery will not fire at enemy units at a range greater than 7 unless specifically ordered to. This is to simulate the fact that historically, artillery batteries had very limited amounts of ammunition and long-range bombardment fire was of limited effectiveness. Therefore, you must order artillery to fire at the longer ranges, or they will not fire.

Artillery will also automatically retarget if ordered to fire at an enemy at a range greater than 3 if there are enemy units closer to the firing artillery unit by 3 squares. This is again because the commander of the artillery battery would not ignore enemy units at such close range. To do so would be virtual suicide in many circumstances.

Artillery units must have 4 OP points available in the Combat Phase in order to fire. Note also that artillery suffer more Fatigue from firing than do infantry.

Artillery that are unlimbered and stacked with friendly infantry in square formation will be allowed to fire as long as no enemy units are adjacent. When an enemy unit moves adjacent to such a formation, the artillery stops firing as the gunners are assumed to be hiding within the protection of the infantry squares.

7.3 Fire Phase

It is in this phase that the infantry units and dismounted cavalry of each side fire their muskets and rifles at each other in an effort to cause enough casualties to force the enemy troops to lose Morale and organiza-

tion until they finally melt away and retreat or rout from the battlefield. It is in this phase, and the melee phase, that the battle is usually decided.

As in the Artillery Fire Phase, the order in which units fire is determined by Readiness level (see section 8.4) and by a random factor. Firing units must have 1 OP point available during the Combat Phase in order to fire.

7.4 Melee Phase

Melee is a form of combat where large formations of men, with bayonets (long blades attached to the ends of their muskets and rifles) and sabres engage in hand-to-hand combat and extremely close range fire combat with enemy formations. It is usually very lethal and yields huge casualties, even for the attacker. The primary factor in melee combat is the number of men on each side. Obviously, if one side has five times as many men as the other, then that side is likely to win the melee. As with fire combat, there are many modifiers that affect the combat result (see the Melee Modifier chart in section 20.6).

Cavalry melee occurs before infantry melee and is just as lethal. Cavalry units usually have very high melee factors and can often destroy entire enemy units when they attack "en masse". Cavalry melee is resolved first because even if friendly infantry wanted to involve themselves in a melee with friendly cavalry, it is just too dangerous. Therefore, if an enemy unit is targeted for melee by both friendly cavalry and friendly infantry, the cavalry attack will go first and then the infantry attack will go, assuming that there are any defenders remaining.

Units that are forced to retreat during the Artillery fire Phase cannot be attacked during the Melee Phase.

Remember that a unit must have two OP points remaining, above and beyond the OP point required to fire, in order to melee an enemy unit.

Artillery units may never initiate a melee. When they are defending against melee and they are limbered, they defend at a reduced strength.

7.5 Fire Effects

When a unit takes casualties, it may lose Efficiency. This has the result of a lowering of Morale. In addition to the Efficiency and Morale loss, a unit may also gain Disruption levels. The more casualties a unit takes, the higher the amount of Efficiency lost and Disruption gained. When Disruption reaches a certain level, the unit may retreat or even rout.

7.51 RETREAT

When a defending unit retreats, as either a result of fire combat or melee combat, it moves 3 squares in a direction generally away from the enemy (attackers retreat only 1 square). The act of retreating will cause the unit to lose Efficiency. Retreat is not voluntary. Units that are forced to retreat will also take additional casualties if the unit is forced to retreat through an enemy ZOC.

If a retreating unit retreats through a friendly unit, or even a square adjacent to a friendly unit, it is possible to cause that friendly unit to gain a Disruption Level and/or lose Efficiency. If this Disruption Level causes that unit to go up to three or more Disruption Levels, then that unit may also be forced to retreat. This can cause a "zipper" effect where a few retreating units can cause other units to retreat with them, even though those other units may not have had a single shot fired at them. This has a pronounced effect on the battle and forces players of this game to move heavily disrupted units further to the rear to rest lest they become routed by other units running away.

Units that are within three squares of an enemy unit will always retreat straight back, even through friendly forces. Once past the three square limit, retreating units will attempt to avoid running over friendly units, when possible. In addition, when a unit reaches a range of three squares from enemy units, their retreat will no longer cause friendly units to disrupt or lose Efficiency.

Units in redoubts are immune to the above effects of having friendly units retreat through/by them. In addition, units in redoubts will not retreat unless routed.

A cavalry unit which ends its turn in an enemy ZOC and is not in charge or counter-charge mode will automatically retreat.

In determining which units retreat first and which units advance first, the order is based on whether it is the Allied turn or the French turn. The Allied units retreat first if it is the French turn, and vice versa. Thus, defending units usually are forced to retreat first.

7.52 ROUT

Routing is the state a unit is in when everyone in the unit is running for his life. The unit has no formation or cohesion and is simply trying to get out of the battle. Units rout when they reach Disruption level 5 (note that artillery never routs, it just retreats).

Routed units will retreat seven squares during the phase in which they rout, and will continue to rout 2 additional squares each succeeding combat phase until they rally. In addition, all units that were in the same square as the routing unit lose Efficiency when the unit routs (see 7.51).

Units that are routing will follow the same retreating path as they would if they were retreated and with the same rules. This means that they will not even attempt to avoid friendly units until they are 3 squares from the enemy.

Routed units may not fire and are virtually helpless in melee combat. A routed unit which is attacked will rout again, retreating seven additional squares.

Units which rout while in an enemy ZOC will lose a number of casualties to capture.

7.53 ADVANCE

Units which caused an enemy unit to retreat will advance into the vacated square if their advance flag was set to Y. See 6.433 for advancing rules on cavalry.

The phasing player's units advance first during the advance phase. This means that during the French turn, the French units will advance first. This is directly opposite of the retreat order (see 7.51).

8.0 DISRUPTION, READINESS, MORALE, FATIGUE, AND EFFICIENCY

8.1 Fatigue

A unit's Fatigue rating is an indication of how tired it is. Fatigue directly affects combat, as is seen in the Fire/Melee Strength Modifier Table (see section 20.6). Fatigue is gained by moving, firing, meleeing, and several other actions, as are summarized in the Fatigue Table (see section 20.9).

Fatigue is lost by having unused OP points left after the combat phase. Each two OP points remaining reduces Fatigue by two points (except if the unit in question is in an enemy ZOC, in which case no Fatigue is recovered).

Since Fatigue is one of the two factors that determine a unit's Morale, and thus its susceptibility to retreat and rout, it is very important to let units that are very tired rest whenever possible. Tired units will not fight as well and may rout when you can least afford it.

One special note about Fatigue is that artillery units that are extremely tired (more than 20 Fatigue) have a 50% chance of receiving no ammo resupply during the ammo phase. This is to represent that ammunition became a major factor during long bombardments. Players must remember to have their tired artillery cease firing until their ammunition levels can be replenished and their Fatigue can be reduced.

8.2 Morale

A unit's Morale is equal to its Efficiency minus its Fatigue. Morale directly affects how quickly a routed unit will rally, and how much Disruption a unit gains from being subjected to fire and melee combat. Since Morale is calculated from Efficiency and

Fatigue, resting a unit will quickly allow it to regain its Morale.

During the play of a game, a unit will often be called upon to take a "Morale test". This test is taken when the unit in question uses forced marching (see section 6.37), when a unit enters a difficult terrain type (town, woods, or stream) while not using a road, when stacking, when leaving an enemy ZOC, when changing formation to either line or column while in an enemy ZOC, when a unit takes at least 3% casualties from an enemy unit's fire, when friendly units retreat past (within 1 square) the unit in question (see 7.51), and when enemy cavalry charge a friendly infantry unit that is not in square (see section 6.432). The severity of the test varies as per the severity of the situation.

Failing a "Morale test" will cause a unit to gain Disruption, anywhere from 1 to 5 levels, depending on the event.

There are special restrictions on units with Morale levels of 29 or less, preventing those units from entering an enemy ZOC or from meleeing adjacent enemy units.

8.3 Efficiency

Efficiency is a measure of a unit's training, skill, and durability in combat. It directly affects how well a unit performs in fire combat and melee combat, as well as determining a unit's Morale and resistance to casualties. As a unit takes casualties, its Efficiency drops. Efficiency is regained by having had OP points left during the turn, just like Fatigue. During the recovery phase, units regain this Efficiency.

Another way to get Efficiency back is to force enemy units to retreat or rout. A unit can gain 6 Efficiency points by causing an enemy unit to retreat by fire combat or melee combat, and 12 Efficiency points are gained by forcing an enemy unit to rout. This represents the tremendous boost to a unit's spirit and fighting will that can be gained by watching an enemy formation retreat or flee from an attack.

Efficiency may never exceed the maximum Efficiency listed in the Command Menu Information Area.

8.4 Readiness

Readiness represents a unit's level of preparedness for fighting. This number ranges from 0 to 7, with 7 representing the highest possible level of preparedness. Units gain one Readiness level before each Operation Phase. Units may lose Readiness by moving, with a chance of losing one level each time the unit moves a square, down to a minimum of 3. Lower levels of Readiness can only be achieved through changing of an objective during the objective phase (see section 5.0).

The Readiness level of units directly affects their combat strength, as per the Fire/Melee Strength Modifiers Table (see section 20.6). This factor is applied to both melee and fire combat.

The amount of Readiness lost when changing an objective is based on the leader bonus of the commander of the unit in question. The amount of Readiness lost can be between 2 and 4 levels.

8.5 Disruption

Disruption represents unit cohesiveness. In general, units in the Napoleonic Era operated as units, with each individual performing a specified task in a specified way. When the individuals became disorganized, due to casualties, movement, or fear, the unit quickly suffered.

Whenever a unit takes a Morale test from enemy fire (ie, a unit suffers 3% or more losses in a single enemy shot), that unit may suffer from 0 to 3 levels of Disruption, modified by the unit's formation and nationality (see Disruption Table 20.11). Units that have Disruption levels of greater than one will be restricted in the following manner:

Level 1 Disruption:

Unit suffers a 90% fire modifier

Level 2 Disruption:

Unit suffers a 80% fire modifier

Level 3 Disruption:

Unit suffers a 70% fire modifier, may not

enter an enemy ZOC, and may not melee adjacent enemy units

Level 4 Disruption:

Unit suffers a 60% fire modifier, may not enter an enemy ZOC, will automatically retreat if fired upon, and may not melee adjacent enemy units

Level 5 Disruption:

Unit suffers a 50% fire modifier, may not enter an enemy ZOC, will automatically rout if fired upon, may not melee adjacent enemy units, and may not stack with friendly units

Units that move into difficult terrain (including town, swamp, and woods) may gain a Disruption level. In addition, units can gain a Disruption level from stacking with a friendly unit or from leaving an enemy ZOC (see section 7.5 for the effects of rout and retreat on Disruption). Units that take more than 14% losses in a single enemy shot will automatically go to 5 levels of Disruption.

9.0 COMMAND CONTROL

Command Control in The Battles of Napoleon represents a number of factors, such as quality of leadership and speed at which orders were received and carried out, which heavily influence several factors on each unit. Everything from fire and melee strengths to the number of operations points received are influenced by Command Control. For this reason, it is important that you understand how Command Control works and how to maximize your Command Control ratings.

The primary sources for Command Control are the leaders on each side. The closer a unit is to its leader, the better the Command Control rating will be. This means that spreading your forces out without regard to placement of leaders is unwise and will often mean the difference between victory and defeat. As a general rule, higher level commanders should be placed in the middle of their commands, so as to give the greatest benefit to the largest number of units.

9.1 Leaders

All units in The Battles of Napoleon, with the exception of artillery, are under the command of leaders. Leaders represent the individuals who historically commanded the forces at historical battles. In random scenarios, the names of the leaders are real while their positions are random. Leaders are always attached to a specific unit and provide a number of bonuses to that unit for being there. No unit may have more than one leader at a time, nor may a leader ever not be attached to a unit.

Leaders have a rating that varies between 0 and 15. This rating has a number of uses, ranging from direct combat bonuses to Command Control bonuses. As a general rule, leaders with a rating of lower than 6 are probably incompetent with a rating below 4 being reserved for the leaders who were so poor as to be an active detriment to a unit's health. An "average" leader would probably be rated an 8, with a rating of 10 being good and 12+ being excellent.

9.11 LEADER LOSS

Leaders, because they are attached directly to units, are vulnerable to enemy fire. If a unit with an attached leader is subjected to enemy fire, there is a percentage chance that the leader will become wounded. This chance increases with the severity of the fire and lessens with the size of the unit being fired at. If the leader is wounded, a new leader will be generated and placed in that command slot. The rating of this leader will vary randomly, but will never be as good as the old leader's rating.

9.12 LEADER TRANSFER

Leaders may only be moved from unit to unit during the Leader Transfer Phase. The commands available during this phase are as follows:

(SPACE BAR) – if accessed while the cursor is over a friendly unit will allow access to that unit, allowing you to access the leader transfer menu.

(E)xit Leader Phase – allows you to exit the Leader Transfer Phase.

(O)bjectives – permits examination of friendly victory squares.

(0-8) – allows movement of the cursor (as per the movement compass (see section 5.131)).

9.121 Leader Transfer Menu

In this menu, reached by accessing a unit with the space bar during the Leader Transfer Phase, you are given several options that permit you to examine the units in a leader's command, transfer a leader from one unit to another, and highlight the entire command to allow easy evaluation of the Command Control situation.

(I)nverse – allows you to highlight the entire command for a given leader. This is the same as the highlight command in the Objective phase (see section 5.0).

(L)eader – permits access to a sub-menu where leaders may be transferred.

(N)ext – allows rapid scrolling through all friendly units.

(Q)uit – takes you out of the selected unit and back to cursor movement.

(U)nit – gets the next unit in the same square. This function is the same as the function in the Command Menu.

9.13 LEADER EFFECTS ON COMMAND CONTROL RATING

Command Control is a number, specific to each unit and ranging between 10 and 30, that is calculated from the bonus ratings of the leaders in a unit's command structure and the distance from the unit to those leaders. The closer a unit is to its commanders, the better its Command Control rating will be.

One important thing to remember is that lower level leaders, those just above the unit in the command structure, are very important to have close by. Being several squares from your army commander is not very detrimental to a unit's Command Control rating, but being several squares from a Division leader is catastrophic. This is to force you to move units in historical fashion, with regiments grouped close together.

9.2 Specific Effects of Command Control

Command Control ratings affect several factors, but none so noticeably as Operation Points. The number of OP points a unit receives is directly translatable from the unit's Command Control Rating, as seen in the Operation Points Chart (see 20.8). At the beginning of each turn, the Command Control ratings for all units is calculated and Command Control penalties are assessed. The number of asterisks appearing next to a leader's name during the Command Control Phase is significant, with 4 being perfect and 1 being terrible. These ratings directly influence the Command Control ratings of the units under a given leader's command.

In addition to the OP points restrictions imposed by a unit's Command Control Rating, there are also effects on a unit's ability to rally from Disruption or Rout and on a unit's chance of receiving ammunition. Command Control plays an important part in these cases as well. As can be seen, Command Control is vital to the game. Keeping your Divisions tightly controlled and together is the first rule to successful Napoleonic generalship.

10.0 RECOVERY, REINFORCEMENT, AND RESUPPLY

This section covers several phases of the game, all of which have to do with reorganization and resupply. During the play of the game, units lose Efficiency, gain Fatigue, expend ammunition, and lose men. During these phases, they get them back, to a limited extent.

10.1 Ammunition

At the beginning of a game, all units have 7 shots of ammunition. This means that they may fire 7 times before they are out of ammunition and will suffer the penalties appropriate to their unit type. However, each turn all units are checked for ammunition resupply. This occurs, for both players, during the Ammunition Resupply Phase of each turn. Units which have 7 ammunition

points already and routed units will not receive any ammo resupply. All other units have a chance of receiving a partial ammunition resupply.

The chance of a given unit receiving ammo resupply is based on several factors, including being adjacent to enemy units (the more enemy units a friendly unit is adjacent to, the lower the chance of ammo resupply), Command Control rating, and Fatigue. Note specifically that artillery units with more than 20 Fatigue have less than a 50% chance of receiving ammunition resupply.

Units which are out of ammo cannot fire in fire combat and have a much reduced strength in melee combat (see section 20.6 - Fire/Melee Strength Modifiers).

10.2 Rally

During the Rally Phases of each turn, all friendly routed units will attempt to return to non-routed status. This is known as rallying. In order to rally, a unit's Morale must be greater than 29 and there cannot be an enemy unit within 5 squares and in LOS. The chance of rallying is displayed on the Rally Table (section 20.7) and varies from 50 to 100%.

Units that rally go to open formation and have their Disruption set to 3.

10.3 Recovery

Recovery is the term applied to the regaining of Efficiency and the loss of Fatigue that occurs during the Recovery/OP Points Phases of each turn. Units that are left in combat too long and not allowed to recover will quickly deteriorate and eventually rout. To prevent this, you should try to rotate your units into and out of combat, allowing each unit to rest between turns in the front lines.

Disruption levels are lost during the Recovery/OP Points Phases of each turn. Units will lose between 0 and 2 levels of Disruption depending on the Efficiency and Command Control of the unit. Routed units cannot recover Disruption levels.

Units recover Fatigue based on the number of OP points that the unit has left during the Recovery/OP Points Phases. For more details, see Fatigue (section 8.1).

Efficiency, like Fatigue, is recovered during the Recovery/OP Points Phases. The rate at which units regain Efficiency is listed in the section on Efficiency (see section 8.3).

In addition to recovery of Fatigue and Efficiency, units regain their OP points, based on their Command Control Rating, during the Recovery/OP Points Phases. This means that units will always have OP points available for combat, even if they used every OP point during their movement and combat phases. However, OP points expended during the Combat Phase occurring right before a friendly Operations Phase will be subtracted from the OP points available at the start of the next Operations Phase. Thus, it is possible to start an Operations Phase with less OP points than you received during the last Recovery/OP Points Phase.

10.4 Reinforcements

Reinforcements are troops that arrive after the beginning of a game, from a specific reinforcement square. In the historical scenarios, the reinforcement squares are listed in the Order of Battle for each scenario. However, in custom generated scenarios, the reinforcement squares must be decided upon and placed during the Set Squares phase of the scenario creation process (see section 19.0).

Reinforcements will arrive in column formation if they are infantry, limbered mode if artillery, and normal mode if cavalry. They will arrive during the Reinforcement Phase of the turn they are scheduled to appear on, unless the options on the Game Menu varying this reinforcement time were altered (see section 4.1).

If reinforcements are blocked from entering by enemy troops, they will come in adjacent to the reinforcement square. Reinforcements may overstack on the entry square during the turn of entry, but must obey normal stacking restrictions as soon as they are moved (see section 6.34).

11.0 VICTORY PHASE

This is the phase in which the score is counted and the status of the game is announced, be it an Allied Victory or a French Victory. Upon reaching the Victory Phase of the final game turn of the scenario, the final score will be tallied and a winner will be announced.

Winning and losing the game is based on two primary factors, the taking of terrain objectives, that is taking specific places and occupying them with friendly troops, and causing enemy casualties. These factors are translated into "Victory Points", or VPs, and then totalled and compared to the scenario Victory Schedule in order to determine a winner.

11.1 Victory Points

Players receive victory points for causing enemy casualties according to the following chart:

1 point per infantryman/artilleryman/cavalryman lost (either wounded, killed, or missing)

1.5 points per infantryman/artilleryman/cavalryman captured

50 points per artillery gun lost

100 points per artillery gun captured

In addition to the above casualty points, VPs are received for the taking of objectives. These objectives vary from scenario to scenario (and must be selected by the player in a custom made scenario – see section 19.0) and generally are the factors that control the victor in the scenario. In order to receive VPs for an objective, a player must have 1000 men in the objective square, or adjacent to it, at the beginning of a turn. The VPs awarded for capture of an objective are lost if the required number of men is not in the area at the beginning of a new turn.

12.0 DESIGNING YOUR OWN SCENARIOS

Designing your own custom scenarios requires use of the Editor portion of the game. The rules for using the Editor are thoroughly covered in sections 14.0 through 19.0 and should be read in detail before any attempt is made to customize a scenario. The scenarios presented in section 13.0 are also able to be modified. It is suggested that you play with those scenarios before trying to design a new one from scratch.

Although it is not necessary that one be a student of the Napoleonic Era in order to get the most from this game, there will undoubtedly be many references to types of troops, nationalities, and formations that don't make much sense to someone who isn't a military historian. As a general rule, if it isn't explained in detail in these rules, it is not vital to know. You can still design scenarios using Dragoons and Hussars without knowing what they are.

If you decide to design scenarios, you should read the advertisement in the back of the rules. This advertisement discusses how to get additional scenario disks and how to send in your scenarios for possible publication. If you are willing to put in the time on the design, we are interested in seeing the scenarios. Historical notes would also be valuable, describing the battle in a few paragraphs.

12.1 Night Turns

Although all of the historical scenarios presented in this game were resolved in one day of battle, not all Napoleonic actions were as short. If you make a scenario with the editor and allow it to last longer than one day, you will find that each day is separated by a night turn. The night turn has a number of special rules (see section 19.1).

BATTLES OF NAPOLEON™

HISTORICAL SCENARIOS

BORODINO: THE BATTLE FOR THE GREAT REDOUBT

THE BATTLE OF AUERSTADT

THE BATTLE OF QUATRE BRAS

THE BATTLE OF WATERLOO

13.0 HISTORICAL SCENARIOS

Legend for Scenarios

Unit # is the number of the unit and determines the order in which units are chosen using the (N)ext command from the Command Menu (see section 6.3).

Unit Name is the individual designation of the unit as well as any special designations (LN, GD, etc.).

Type/Size shows the type of unit (infantry, cavalry, artillery), any special info (Guard, Brunswick, KGL, etc.), and the size (battalion, regiment, brigade).

Men gives the number of men the unit starts the scenario with.

Guns/Skirm represents either the number of men in the unit capable of skirmishing

(for infantry units) or the number of guns in the unit (for artillery units).

Eff shows the starting efficiency for the unit. Note that if the unit is not at maximum efficiency at the beginning of the scenario, it will "grow back" during the game, up to the maximum level of the unit.

Wpn lists the weapon the unit is equipped with. See chart 20.5 for information.

Leader gives the leader that the unit reports to directly.

Turn lists the turn that the unit appears as a reinforcement. Note that units with a 1 in this column start the game on the map.

X, Y shows the starting location for the unit, if the unit starts on the map, or the square that the unit comes in at as a reinforcement.

ABBREVIATIONS USED IN THE SCENARIO LISTINGS

Art. = Artillery
Batt. = Battalion
Brig. = Brigade
Bruns. = Brunswick
Cav. = Cavalry
Cuir. = Cuirassier
Div. = Division
Dr. = Dragoon
Emp. = Empress
Gd. = Guard
Hann. = Hannoverian

Huss. = Hussar
Inf. = Infantry
Jg. = Jaeger
KGL = King's German
Legion
Ln. = Line
Lt. = Light
Lw. = Landwehr
Mil. = Militia
Reg. = Regiment
Sp. = Spanish

13.1 Borodino: The Battle for the Great Redoubt

In June of 1812, Napoleon embarked on his most famous, and most disastrous, campaign: the invasion of Russia. Throughout the summer, the French and the Russians fought a series of indecisive battles which led to the Russians retreating further into their homeland. By September, Napoleon wanted a battle which would end the conflict before winter's onset and the Russians wanted to fight before reaching the gates to Moscow. Borodino was the result.

The pivotal Russian defense position at Borodino was a series of entrenchments and breastworks atop a hill that became known as the Great Redoubt. The job of

taking this fortress fell to the men in Eugene's corps. Supported by no less than 120 artillery pieces, Eugene's infantry stormed up the hill in the morning of the 7th of September. The lead regiment in Morand's division reached the breastworks directly after their opponents had discharged their cannons. Taking fearsome casualties, the French managed to invest the redoubt and gain control of most of it. Russian counterattacks, however, threw the French back down the hill and recaptured the defensive works. As the 30th Infantry Regiment retreated down the slope, they were struck by an entire brigade of Russian dragoons. By the end of the day, only 11 officers and 257 men remained in the regiment.

Fighting off several cavalry attacks, the French managed to stabilize the situation and by 2:00 PM the French were ready to assault the redoubt a second time. Led by Gerard's division and supported by Morand's and Broussier's, the French charged up the hill. On Gerard's left, Montbrun's cavalry moved forward to flank the redoubt. No fewer than 400 guns pounded the Russian defenses. As Montbrun led his corps to the attack, he was killed by Russian artillery fire. General August de Caulaincourt took command of the corps and led the 5th Cuirassiers around to the rear of the redoubt. As his men engaged the Russian gunners, the General was killed by a musket ball. The French cavalry began to waver as the Russian resistance stiffened. Just in time, the French 9th Regiment of Line poured

into the redoubt's western side and caught the Russian defenders in a trap. The Russians were quickly overwhelmed and the French took possession of the redoubt for the second time. Despite several Russian counterattacks, the French managed to hold on to their gain. The Russians pulled back, due to the French controlled salient in their center. However, the French, totally exhausted, were unable to exploit their gains. The battle ended shortly after 5:00 PM, with both armies trying to regain their strength.

Napoleon gained the field at Borodino and opened the road to Moscow. However, his army was weakened by the battle and would soon be forced to retreat through the terrible Russian winter. By the end of 1812, the Grand Armee ceased to exist as a fighting force.

13.11 ORDERS OF BATTLE

French Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
0	1/13/1 LT	Lt. Inf. Reg.	758	758	68	MUS	Morrand	1	5,5
1	2/13/1 LT	Lt. Inf. Reg.	758	758	68	MUS	Morrand	1	5,5
2	1/17/1 LT	Lt. Inf. Reg.	887	887	68	MUS	Morrand	1	5,7
3	2/17/1 LT	Lt. Inf. Reg.	887	887	68	MUS	Morrand	1	5,7
4	1/30/1 LN	Infantry Reg.	827	138	58	MUS	Morrand	1	5,8
5	2/30/1 LN	Infantry Reg.	827	138	58	MUS	Morrand	1	5,8
6	1/7/3 LT	Lt. Inf. Reg.	830	830	68	MUS	Gerard	1	1,10
7	2/7/3 LT	Lt. Inf. Reg.	830	830	68	MUS	Gerard	1	0,9
8	1/12/3 LN	Infantry Reg.	855	142	58	MUS	Gerard	1	1,9
9	2/12/3 LN	Infantry Reg.	855	142	58	MUS	Gerard	1	1,10
10	1/21/3 LN	Infantry Reg.	843	140	58	MUS	Gerard	1	0,10
11	2/21/3 LN	Infantry Reg.	843	140	58	MUS	Gerard	1	0,10
12	127/3 SA LN	Saxony Reg.	612	102	38	MUS	Gerard	1	1,9
13	8/3 SA LN	Saxony Reg.	484	81	38	MUS	Gerard	1	0,9
14	1/9/14 LN	Infantry Reg.	704	117	58	MUS	Broussier	3	0,9
15	2/9/14 LN	Infantry Reg.	704	117	58	MUS	Broussier	3	0,9
16	18/14 LT	Lt. Inf. Reg.	565	565	68	MUS	Broussier	3	0,9
17	1/35/14 LN	Infantry Reg.	680	113	58	MUS	Broussier	3	0,9
18	2/35/14 LN	Infantry Reg.	680	113	58	MUS	Broussier	3	0,9
19	1/53/14 LN	Infantry Reg.	737	123	58	MUS	Broussier	3	0,9
20	2/53/14 LN	Infantry Reg.	737	123	58	MUS	Broussier	3	0,9
21	2/JN/14 SP LN	Sp. Inf. Reg.	597	99	38	MUS	Broussier	3	0,9
22	1/3 CV LT CH	Lt. Cav. Brig.	1194		68	SBR	Grouchy	1	0,12
23	2/3 CV LT CH	Lt. Cav. Brig.	1303		68	SBR	Grouchy	1	0,11
24	1/6 CV HV DR	Hvy. Cav. Brig.	814		78	MUS	Grouchy	1	1,11
25	2/6 CV HV DR	Hvy. Cav. Brig.	901		78	MUS	Grouchy	1	1,12
26	1/IIIC HS	Horse Art. Batt.	96	6	78	6G		1	0,13
27	2/IIIC HS	Horse Art. Batt.	96	6	68	6G		1	0,13

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
28	3/IIIC HS	Horse Art. Batt.	96	6	78	8G		1	0,13
29	1 Div FT	Artillery Batt.	128	8	78	8G		1	5,6
30	3 Div FT	Artillery Batt.	128	8	78	8G		1	6,12
31	1/III FT	Artillery Batt.	128	8	78	8G		1	5,9
32	2/III FT	Artillery Batt.	128	8	78	8G		1	5,6
33	3/III FT	Artillery Batt.	128	8	78	8G		1	6,12
34	4/III HV	Artillery Batt.	128	8	78	12G		1	5,10
35	14 Div FT	Artillery Batt.	128	8	78	12G		3	0,8
36	1/IV FT	Artillery Batt.	384	24	78	8G		1	10,1
37	2/IV FT	Artillery Batt.	128	8	78	8G		1	9,1
38	3/IV FT	Artillery Batt.	128	8	78	8G		1	11,1
39	4/IV FT	Artillery Batt.	256	16	78	12G		1	12,1

Allied Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
90	SMO/12 LN	Infantry Reg.	908		68	MUS	Paskevich	1	16,10
91	NAR/12 LN	Infantry Reg.	837		68	MUS	Paskevich	1	16,12
92	6/12 JG	Lt. Inf. Reg.	577	577	68	MUS	Paskevich	1	16,11
93	OR/26 LN	Infantry Reg.	780		68	MUS	Likachev	1	14,8
94	NIZ/26 LN	Infantry Reg.	805		68	MUS	Likachev	1	16,9
95	5/26 JG	Lt. Inf. Reg.	593	593	68	MUS	Likachev	1	16,7
96	42/26 JG	Lt. Inf. Reg.	612	612	68	MUS	Likachev	1	16,7
97	19/24 JG	Lt. Inf. Reg.	784	784	68	MUS	Kataisov	1	16,13
98	TOM/24 LN	Infantry Reg.	904		68	MUS	Kataisov	1	24,13
99	BEL/17 LN	Infantry Reg.	985		68	MUS	Voronov	2	27,8
100	BRE/17 LN	Infantry Reg.	930		68	MUS	Voronov	2	27,8
101	RYA/17 LN	Infantry Reg.	837		68	MUS	Voronov	2	27,8
102	NIL/17 LN	Infantry Reg.	764		68	MUS	Voronov	2	27,8
103	1/IIIC LT HU	Lt. Cav. Brig.	1205		78	SBR	Kreutz	2	27,9
104	2/IIIC LT UH	Lt. Cav. Brig.	1193		78	SBR	Kreutz	2	27,9
105	3/IIIC HV DR	Hvy. Cav. Brig.	614		78	MUS	Kreutz	2	27,9
106	IIIC/Art HS	Horse Art. Batt.	96	6	78	6G		2	27,8
107	Res/A FT CR	Artillery Reg.	256	10	88	12G		1	14,8
108	Res/B FT CR	Artillery Reg.	256	10	88	12G		1	14,8

13.2 The Battle of Auerstadt

Napoleon's 1806 campaign against the Prussian army climaxed on October 14th with the dual battle of Jena-Auerstadt. Napoleon, with the main portion of the French army, engaged what he thought was the entire Prussian army. In fact, Napoleon only faced the Prussian right wing consisting of some 30,000 men while Marshal Davout, in command of the 28,000 men of 1st Corps, faced the Duke of Brunswick and his main force of over 50,000 men.

Davout ordered his advance units to cross the Hassenhausen plateau and to take up positions in Hassenhausen. When General

Gudin's division did so, they ran right into General Bluecher and some 600 Prussian horsemen. The Prussians charged only to be repulsed by the infantry and artillery fire from Gudin's division. Bluecher fell back and called for more cavalry while Gudin solidified his position on the plateau. The Duke of Brunswick released 12 squadrons to Bluecher and brought up two divisions of infantry to attack the French positions.

Bluecher, upon receiving reinforcement, immediately charged the French without waiting for infantry support. His squadrons quickly spent themselves upon the stout French squares and the Prussian cavalry soon scattered to the rear. The French

forces had held against the first assault. Fortunately, because the Prussian cavalry attack was made without infantry support, Gudin's division was able to regroup before the main Prussian body contacted them. The two Prussian infantry divisions led by Schmettau and Wartensleben attacked the French forces around Hassenhausen, but failed to dislodge them before Gudin was reinforced by the arrival of Marshal Davout and the rest of the French forces. The Prussian attack began to lose strength. Then disaster struck the Prussians. The Duke of Brunswick was mortally wounded and his army lost what little hope it had of maintaining the initiative. Davout ordered his troops to counterattack and Morand's division, having just arrived on the field, went on the offensive after beating off yet

another cavalry attack by the Prussians.

Hesitation in the Prussian high command proved to be the final nail in the Prussian army's coffin. King Frederick Wilhelm III held his remaining corps in reserve while his army was being destroyed piecemeal by Davout's corps. The Prussian army began to melt under the French counterattack and they soon went from retreat to rout. Eventually, the Prussian reserve was engaged and routed as well. Although Davout's Corps suffered heavily, the battle was won. In the days that followed, the pursuit of the Prussian army yielded thousands of captured troops and signalled the final destruction of the image of Prussian "Invincibility".

13.21 ORDERS OF BATTLE

French Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
0	1/13 LT	Lt. Inf. Batt.	750	750	78	MUS	Guyardet	5	43,23
1	2/13 LT	Lt. Inf. Batt.	750	750	78	MUS	Guyardet	5	43,23
2	1/17 LN	Infantry Batt.	1040	130	78	MUS	Lanusse	5	43,23
3	2/17 LN	Infantry Batt.	1040	130	78	MUS	Lanusse	21*	43,23
4	1/30 LN	Infantry Batt.	1025	128	78	MUS	Vahtierre	5	43,23
5	2/30 LN	Infantry Batt.	1025	128	78	MUS	Vahtierre	5	43,23
6	1/51 LN	Infantry Batt.	1585	198	78	MUS	Baille	5	43,23
7	2/51 LN	Infantry Batt.	1585	198	78	MUS	Baille	5	43,23
8	1/61 LN	Infantry Batt.	1570	196	78	MUS	Nicolas	5	43,23
9	2/61 LN	Infantry Batt.	1570	196	78	MUS	Nicolas	5	43,23
10	1/33 LN	Infantry Batt.	1020	128	78	MUS	Cartier	3	43,23
11	2/33 LN	Infantry Batt.	1020	128	78	MUS	Cartier	3	43,23
12	1/48 LN	Infantry Batt.	805	101	78	MUS	Barbngre	3	43,23
13	2/48 LN	Infantry Batt.	805	101	78	MUS	Barbngre	3	43,23
14	1/108 LN	Infantry Batt.	810	102	78	MUS	Higonet	2	43,23
15	2/108 LN	Infantry Batt.	810	102	78	MUS	Higonet	2	43,23
16	1/111 LN	Infantry Batt.	1170	146	78	MUS	Gay	2	43,23
17	2/111 LN	Infantry Batt.	1170	146	78	MUS	Gay	2	43,23
18	1/12 LN	Infantry Batt.	1025	128	78	MUS	Verges	1	43,23
19	2/12 LN	Infantry Batt.	1025	128	78	MUS	Verges	1	43,23
20	1/21 LN	Infantry Batt.	1135	142	78	MUS	Decous	1	43,23
21	2/21 LN	Infantry Batt.	1135	142	78	MUS	Decous	1	43,23
22	1/25 LN	Infantry Batt.	900	115	80	MUS	Cassagne	1	36,18
23	2/25 LN	Infantry Batt.	900	115	80	MUS	Cassagne	1	37,16
24	1/85 LN	Infantry Batt.	1085	136	84	MUS	Viala	1	37,22
25	2/85 LN	Infantry Batt.	1085	136	84	MUS	Viala	1	36,20
26	1 Chass LT CH	Lt. Cav. Reg.	400		64	SBR	Vialanns	1	39,19
27	2 Chass LT CH	Lt. Cav. Reg.	530		78	SBR	Vialanns	2	43,22
28	12 Chass LT CH	Lt. Cav. Reg.	470		78	SBR	Vialanns	2	43,22

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
29	1 Light HS	Horse Art. Batt.	140	6	78	4G		4	43,23
30	1 Foot FT	Artillery Batt.	100	6	78	8G		4	43,23
31	2 Light HS	Horse Art. Batt.	40	2	78	4G		2	43,23
32	2 Foot FT	Artillery Batt.	130	6	78	8G		3	43,23
33	3 Light HS	Horse Art. Batt.	40	2	64	4G		1	36,19
34	3 Foot FT	Artillery Batt.	80	6	78	8G		2	43,23
35	1/R Foot FT	Artillery Batt.	120	6	78	8G		8	43,23
36	2/R Foot FT	Artillery Batt.	120	6	78	8G		8	43,23
37	3/R Foot FT	Artillery Batt.	80	4	78	H5.5		8	43,23

Prussian Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
90	Schack GR	Grenadier Batt.	680		38	MUS	Alvnsbn	1	26,15
91	1/Hnrch LN	Infantry Batt.	790		48	MUS	Alvnsbn	1	22,11
92	2/Hnrch LN	Infantry Batt.	790		48	MUS	Alvnsbn	1	22,11
93	1/Alvslb LN	Infantry Batt.	790		48	MUS	Alvslb	1	22,12
94	2/Alvslb LN	Infantry Batt.	790		48	MUS	Alvslb	1	22,12
95	Krafft GR	Grenadier Batt.	735		58	MUS	Schmski	1	22,15
96	1/Mishky LN	Infantry Batt.	790		48	MUS	Schmski	1	23,13
97	2/Mishky LN	Infantry Batt.	790		48	MUS	Schmski	1	22,13
98	1/Shmsky LN	Infantry Batt.	790		48	MUS	Schmski	1	22,14
99	2/Shmsky LN	Infantry Batt.	790		48	MUS	Schmski	1	22,14
100	Hanstein GR	Grenadier Batt.	735		58	MUS	Wedell	1	8,13
101	1/Renard LN	Infantry Batt.	790		48	MUS	Wedell	1	7,13
102	2/Renard LN	Infantry Batt.	790		48	MUS	Wedell	1	7,13
103	1/Kleist LN	Infantry Batt.	790		48	MUS	Wedell	1	6,13
104	2/Kleist LN	Infantry Batt.	790		48	MUS	Wedell	1	6,13
105	AltBraun GR	Grenadier Batt.	735		58	MUS	Renouard	1	6,14
106	1/Brnswg LN	Infantry Batt.	790		48	MUS	Renouard	1	5,14
107	2/Brnswg LN	Infantry Batt.	790		48	MUS	Renouard	1	5,14
108	1/LFerdn LN	Infantry Batt.	790		48	MUS	Renouard	1	5,15
109	2/LFerdn LN	Infantry Batt.	790		48	MUS	Renouard	1	5,15
110	Rheinbnn GR	Grenadier Batt.	735		58	MUS	Heinrich	2	1,13
111	1/Ferdnd LN	Infantry Batt.	800		48	MUS	Heinrich	2	1,13
112	2/Ferdnd LN	Infantry Batt.	800		48	MUS	Heinrich	2	1,13
113	1/Putkmr LN	Infantry Batt.	785		48	MUS	Heinrich	2	1,13
114	2/Putkmr LN	Infantry Batt.	785		48	MUS	Heinrich	2	1,13
115	Knebel GR	Grenadier Batt.	735		58	MUS	Luetzow	2	1,13
116	1/Molndf LN	Infantry Batt.	790		48	MUS	Luetzow	2	1,13
117	2/Molndf LN	Infantry Batt.	790		48	MUS	Luetzow	2	1,13
118	1/Wartlb LN	Infantry Batt.	790		48	MUS	Luetzow	2	0,13
119	2/Wartlb LN	Infantry Batt.	790		48	MUS	Luetzow	2	0,13
120	Schliefn GR	Grenadier Batt.	735		58	MUS	Mishtzky	10	1,13
121	Huelzen GR	Grenadier Batt.	735		58	MUS	Mishtzky	10	1,13
122	1/Zenge LN	Infantry Batt.	790		48	MUS	Mishtzky	10	1,13
123	2/Zenge LN	Infantry Batt.	790		48	MUS	Mishtzky	10	1,13
124	Gaudy GR	Grenadier Batt.	735		58	MUS	Zenge	10	1,13
125	Osten GR	Grenadier Batt.	735		48	MUS	Zenge	10	1,13
126	1/Arnim LN	Infantry Batt.	790		48	MUS	Zenge	10	1,13
127	2/Arnim LN	Infantry Batt.	790		48	MUS	Zenge	10	1,13
128	1/Pirch LN	Infantry Batt.	815		48	MUS	Zenge	10	0,13
129	2/Pirch LN	Infantry Batt.	815		48	MUS	Zenge	10	0,13

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
130	Rabel GR	Grenadier Batt.	735		58	MUS	Zastrow	10	0,13
131	August GR	Grenadier Batt.	735		58	MUS	Zastrow	10	0,13
132	1/Koenig LN	Infantry Batt.	800		48	MUS	Zastrow	10	0,13
133	2/Koenig LN	Infantry Batt.	800		48	MUS	Zastrow	10	0,13
134	GrenGD GD	Guard Batt.	780		58	MUS	Hrschfld	6	0,24
135	LeibGD GD	Guard Batt.	785		58	MUS	Hrschfld	6	0,24
136	1/Guard GD	Guard Batt.	785		58	MUS	Hrschfld	6	0,24
137	2/Guard GD	Guard Batt.	785		58	MUS	Hrschfld	6	0,24
138	WeimarSS JG	Jaeger Batt.	530	530	48	MUS	Oswald	8	0,13
139	Kloch FU	Fusilier Batt.	650	650	48	MUS	Oswald	8	0,13
140	Oswald FU	Fusilier Batt.	650	650	48	MUS	Oswald	8	0,13
141	Grfnbrg FU	Fusilier Batt.	650	650	48	MUS	Oswald	8	0,13
142	Koenigin HV DR	Dragoon Reg.	1200		48	CRB	Irwing	1	27,12
143	Helsing HV CU	Cuirassier Reg.	600		58	SBR	Buenting	1	3,14
144	Buenting HV CU	Cuirassier Reg.	600		58	SBR	Buenting	1	3,14
145	Quitow HV CU	Cuirassier Reg.	600		58	SBR	Quitow	2	0,14
146	Rtznstn HV CU	Cuirassier Reg.	600		58	SBR	Quitow	2	0,14
147	LeibKur HV CU	Cuirassier Reg.	600		58	SBR	Wilhelm	2	0,14
148	LeibKbr HV CA	Carabnier Reg.	710		58	CRB	Wilhelm	2	0,14
149	GdCorps GD CU	Cuirassier Reg.	660		58	SBR	Beeren	2	0,14
150	Gensdrms CU	Cuirassier Reg.	600		58	SBR	Beeren	2	0,14
151	Beeren HV CU	Cuirassier Reg.	600		58	SBR	Beeren	2	0,14
152	Wurtmbrg LT HU	Lt. Huss. Reg.	1210		58	SBR	Bluecher	1	28,11
153	Bluecher LT HU	Lt. Huss. Reg.	1100		58	SBR	Bluecher	1	28,11
154	Irwing HV DR	Dragoon Reg.	550		38	CRB	Bluecher	1	28,12
155	Roehl HL FT	Artillery Batt.	160	8	58	12/10		1	21,13
156	Stankar FT	Artillery Batt.	160	8	58	12/10		1	21,13
157	Graumann HS	Horse Art. Batt.	170	8	58	6/9		1	24,11
158	Wilkens FT	Artillery Batt.	160	8	58	12/10		1	4,15
159	Heuser FT	Artillery Batt.	160	8	58	12/10		1	4,15
160	Lange FT	Artillery Batt.	160	8	58	12/10		1	3,15
161	Riemer FT	Artillery Batt.	160	8	58	12/10		2	0,13
162	Lehmann FT	Artillery Batt.	160	8	58	12/10		2	0,13
163	Merkatz HS	Horse Art. Batt.	170	8	58	6/9		2	0,13
164	Willmann HS	Horse Art. Batt.	170	8	58	6/9		2	0,13
165	Buchelbg FT	Artillery Batt.	160	8	58	12/10		10	0,13
166	Heiden FT	Artillery Batt.	160	8	58	12/10		10	0,13
167	Alkier FT	Artillery Batt.	160	8	58	12/10		10	0,14
168	Faber FT	Artillery Batt.	160	8	58	12/10		6	0,24
169	Schorlrmr HS	Horse Art. Batt.	60	3	28	6/9		1	25,15

* Note that the French unit that enters on turn 21 never actually fought in the battle and will not appear during the game unless the game length is modified. This unit is included only for historical accuracy and for what-if scenarios.

13.3 The Battle of Quatre Bras

In June 1815, Napoleon was faced with the most serious dilemma of his military life. All around him, France's enemies were mobilizing to crush his resurgent power. Determined to strike at the separated Allied armies before they could form into an invincible force, Napoleon set out with an army of 125,000 men to surprise his enemies in Belgium. Deciding to attack both the Anglo-Dutch army and the Prussian army simultaneously, Napoleon gave command of the left wing of the army to Marshal Ney, to attack the Anglo-Dutch at Quatre Bras, while Napoleon himself led the right wing and the Imperial Guard against the Prussians at Ligny.

Ney was ordered to take the I and II Corps, along with the III Cavalry Corps, and attack the Anglo-Dutch positions at Quatre Bras. He was to capture this vital road net in order to prevent the Prussian Army, under General Bluecher, from joining with Wellington's force. Ney, left to his own devices, was cautious and waited until 11:00 on the morning of the 16th before issuing orders to his subordinates. Finally, the word went out and the French advance began around 1:30.

The French advance, starting late, was further delayed by being extremely cautious. The French commanders were fearful that the British were lying in ambush behind the thick fields of tall corn or behind the gentle slopes which dotted the landscape. These very techniques were the favorite tactics of the Duke of Wellington and had been used with devastating effectiveness during the Peninsular campaigns. However, the local Allied commander had but 8,000 troops with which to defend Quatre Bras. Worse still, most of these troops were either Dutch or Belgian infantry of dubious quality at best. In order to deceive the French as to the actual number of Allied troops present, Wellington ordered the 27th Jager Battalion to deploy in front of the main defense line in a mile-long perimeter. This totally overextended the unit and they were

all but wiped out in the ensuing battle. However, the effect had been to slow the French advance, buying more time for the Allied army.

The first major French assault was on the line formed in front of Quatre Bras, with the village of Pireaumont on the left flank, the Bossu Woods on the right flank, and the farmhouse at Gemioncourt in the center. Slowly the French drove the defenders back, taking Pireaumont and beginning the push into the Bossu Woods. However, in the center the French assault was stalled by stiff resistance put up by the Dutch 5th Militia in the Gemioncourt farmhouse.

Meanwhile, Ney found himself deprived of D'Erlon's I Corps by the order of Napoleon. I Corps had been ordered to attack the Prussian flank at Ligny. Ney ordered them back, only to be countermanded again by an Emperor who knew little of the events taking place at Quatre Bras. They ended up spending most of the day marching back and forth.

Ney found himself in a quickly deteriorating situation. He still outnumbered the enemy, but they were rapidly building while Ney's forces were dwindling. At this critical moment, Ney ordered a cavalry charge by Pire's lancers. The initial charge crushed the 27th Dutch Jagers, only to be halted by the 5th Infantry Division led by General Picton. The Allies, bolstered by Picton's 5th and others, managed to fight the French to a standstill. Ney tried to force Wellington's center with two divisions, only to be once again repulsed by point-blank musket fire. This, combined with the arrival of information that D'Erlon's I Corps was on its way back to Ligny, frustrated Ney beyond all reason. Ney turned to General Kellerman, in command of the III Cavalry Corps, and ordered him to charge, without infantry support, the reinforced enemy line. After futile protest, Kellerman led his 800 Cuirassiers forward in a reckless charge that overran several unprepared infantry regiments, including the 69th and 33rd Regiments of Foot, and even reached the contested crossroads in Quatre Bras.

Unsupported as they were, they were then attacked by concealed batteries of cannon and fresh infantry battalions and forced to flee back through the swath they had cut in the Allied lines.

Ney, now outnumbered and pressed by British counter-attacks all along his line,

pulled back and waited for night. The Battle for Quatre Bras was over, and before the end of the day the original Anglo-Dutch lines would be recaptured. It was a draw in every sense of the word, something Napoleon could ill afford at this stage.

13.31 ORDERS OF BATTLE

French Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
0	1L/2 LT	Lt. Inf. Batt.	578	578	78	MUS	Husson	1	26,31
1	2L/2 LT	Lt. Inf. Batt.	569	569	78	MUS	Husson	1	26,31
2	3L/2 LT	Lt. Inf. Batt.	577	577	78	MUS	Husson	1	26,31
3	4L/2 LT	Lt. Inf. Batt.	570	570	78	MUS	Husson	1	26,33
4	1/61 LN	Infantry Batt.	423	71	68	MUS	Husson	1	26,33
5	2/61 LN	Infantry Batt.	407	68	68	MUS	Husson	1	26,33
6	1/72 LN	Infantry Batt.	483	81	68	MUS	Campy	1	29,33
7	2/72 LN	Infantry Batt.	487	81	68	MUS	Campy	1	29,33
8	1/108 LN	Infantry Batt.	415	69	68	MUS	Campy	1	28,31
9	2/108 LN	Infantry Batt.	406	68	68	MUS	Campy	1	28,31
10	3/108 LN	Infantry Batt.	251	42	68	MUS	Campy	1	28,31
11	1L/1 LT	Lt. Inf. Batt.	616	616	78	MUS	Bauduin	1	13,36
12	2L/1 LT	Lt. Inf. Batt.	621	621	78	MUS	Bauduin	1	13,36
13	3L/1 LT	Lt. Inf. Batt.	615	615	78	MUS	Bauduin	1	13,36
14	1L/3LT	Lt. Inf. Batt.	590	590	78	MUS	Bauduin	1	13,37
15	2L/3LT	Lt. Inf. Batt.	581	581	78	MUS	Bauduin	1	13,37
16	3L/3 LT	Lt. Inf. Batt.	589	589	78	MUS	Bauduin	1	12,37
17	4L/3 LT	Lt. Inf. Batt.	581	581	78	MUS	Bauduin	1	12,37
18	1/1 LN	Infantry Batt.	587	98	68	MUS	Soye	1	15,37
19	2/1 LN	Infantry Batt.	592	99	68	MUS	Soye	1	15,37
20	3/1 LN	Infantry Batt.	587	98	68	MUS	Soye	1	15,37
21	1/2 LN	Infantry Batt.	593	99	68	MUS	Soye	1	15,36
22	2/2 LN	Infantry Batt.	585	98	68	MUS	Soye	1	15,36
23	3/2 LN	Infantry Batt.	587	98	68	MUS	Soye	1	15,36
24	1/92 LN	Infantry Batt.	553	92	68	MUS	Gauthier	1	21,37
25	2/92 LN	Infantry Batt.	495	83	68	MUS	Gauthier	1	21,37
26	1/93 LN	Infantry Batt.	471	79	68	MUS	Gauthier	1	23,33
27	2/93 LN	Infantry Batt.	472	79	68	MUS	Gauthier	1	23,33
28	1/100 LN	Infantry Batt.	423	71	68	MUS	Jamin	1	23,31
29	2/100 LN	Infantry Batt.	424	71	68	MUS	Jamin	1	23,31
30	3/100 LN	Infantry Batt.	246	41	68	MUS	Jamin	1	23,31
31	1L/4 LT	Infantry Batt.	533	533	78	MUS	Jamin	1	21,36
32	2L/4 LT	Infantry Batt.	536	536	78	MUS	Jamin	1	21,36
33	3L/4 LT	Infantry Batt.	535	535	78	MUS	Jamin	1	21,36
34	1 LT CH	Lt. Cav. Reg.	485		68	SBR	Hubert	1	27,36
35	6 LT CH	Lt. Cav. Reg.	560		68	SBR	Hubert	1	27,36
36	5 LN LA	Lancer Reg.	412		68	SBR	Wathier	1	28,36
37	6 LN LA	Lancer Reg.	381		68	SBR	Wathier	1	28,36
38	2 LN DR	Cavalry Reg.	585		78	SBR	Picquet	10	18,37
39	7 LN DR	Cavalry Reg.	516		78	SBR	Picquet	10	18,37

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
40	8 HV CU	Cuirassier Reg.	425		88	SBR	Guiton	1	23,36
41	11 HV CU	Cuirassier Reg.	325		88	SBR	Guiton	1	23,36
42	IG GD LA	Gd. Lancer Reg.	880		98	SBR	Lefebvre	5	18,37
43	5 Div FT	Artillery Batt.	128	8	78	6G		1	27,33
44	6 Div FT	Artillery Batt.	128	8	78	6/5		1	14,37
45	9 Div FT	Artillery Batt.	128	8	78	6G		1	25,32
46	2 Cav HS	Horse Art. Batt.	96	6	78	6G		1	27,37
47	II Corps FT	Corps Art. Batt.	128	8	78	12/6		1	20,37

Allied Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
90	1L/27 NE JG	Dutch Jg. Batt.	203	203	68	MUS	Wellington	1	22,22
91	2L/27 NE JG	Dutch Jg. Batt.	202	202	68	MUS	Wellington	1	24,22
92	3L/27 NE JG	Dutch Jg. Batt.	202	202	68	MUS	Wellington	1	26,22
93	4L/27 NE JG	Dutch Jg. Batt.	202	202	68	MUS	Wellington	1	33,26
94	1/1/95 RI	Rifles Battalion	197	197	88	RFL	Wellington	1	29,15
95	2/1/95 RI	Rifles Battalion	196	196	88	RFL	Wellington	1	28,15
96	3/1/95 RI	Rifles Battalion	196	196	88	RFL	Wellington	1	27,15
97	2L/1 GD	Infantry Batt.	1021	1021	98	MUS	Maitland	8	4,0
98	3L/1 GD	Infantry Batt.	1066	1066	98	MUS	Maitland	8	4,0
99	2L/2 GD	Infantry Batt.	1044	1044	98	MUS	Byng	8	4,0
100	3L/2 GD	Infantry Batt.	1104	1104	98	MUS	Byng	8	4,0
101	2/30 LN	Infantry Batt.	657	66	68	MUS	Halkett	6	4,0
102	33 LN	Infantry Batt.	603	60	68	MUS	Halkett	6	4,0
103	2/69 LN	Infantry Batt.	558	56	68	MUS	Halkett	6	4,0
104	2/73 LN	Infantry Batt.	603	60	68	MUS	Halkett	6	4,0
105	Bremen HA LN	Hann. Inf. Batt.	552		58	MUS	Kielmansegge	6	4,0
106	Verden HA LN	Hann. Inf. Batt.	604		58	MUS	Kielmansegge	6	4,0
107	York HA LN	Hann. Inf. Batt.	647		58	MUS	Kielmansegge	6	4,0
108	Luneberg HA LT	Hann. Inf. Batt.	635	635	78	MUS	Kielmansegge	6	4,0
109	Gruben HA LN	Hann. Inf. Batt.	661		58	MUS	Kielmansegge	6	4,0
110	Corps HA JG	Hann. Jg. Batt.	340	340	78	MUS	Kielmansegge	6	4,0
111	7 NE LN	Dutch Inf. Batt.	701	116	48	MUS	Bylandt	1	12,11
112	5 NE MI	Dutch Mil. Batt.	482		38	MUS	Bylandt	1	19,22
113	7 NE MI	Dutch Mil. Batt.	675		38	MUS	Bylandt	1	15,22
114	8 NE MI	Dutch Mil. Batt.	566		38	MUS	Bylandt	1	7,24
115	1/2 NE LN	Dutch Inf. Batt.	903	151	48	MUS	Saxe-Weimar	1	9,22
116	2/2 NE LN	Dutch Inf. Batt.	903	151	48	MUS	Saxe-Weimar	1	18,10
117	3/2 NE LN	Dutch Inf. Batt.	903	151	48	MUS	Saxe-Weimar	1	11,21
118	1/OR NE LN	Dutch Inf. Batt.	795	133	48	MUS	Saxe-Weimar	1	4,24
119	2/OR NE LN	Dutch Inf. Batt.	796	133	48	MUS	Saxe-Weimar	1	20,10
120	1/28 LN	Infantry Batt.	594	50	68	MUS	Kempt	1	19,6
121	1/32 LN	Infantry Batt.	712	71	68	MUS	Kempt	1	19,7
122	1/79 HI	Highland Batt.	749	75	78	MUS	Kempt	1	19,8
123	3/1 LN	Infantry Batt.	648	65	68	MUS	Pack	1	19,5
124	1/42 HI	Highland Batt.	561	56	78	MUS	Pack	1	19,3
125	2/44 LN	Infantry Batt.	485	49	68	MUS	Pack	1	19,4
126	1/92 HI	Highland Batt.	629	63	78	MUS	Pack	1	19,2
127	Verdon HA LW	Hann. Lw. Batt.	661		38	MUS	Best	1	17,0
128	Luneberg HA LW	Hann. Lw. Batt.	664		38	MUS	Best	1	17,0
129	Osterode HA LW	Hann. Lw. Batt.	717		38	MUS	Best	1	18,1
130	Munden HA LW	Hann. Lw. Batt.	700		38	MUS	Best	1	18,1

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
131	1/BW HU	Lt. Cav. Reg.	690		48	SBR	VonCramm	3	21,0
132	2/BW HU	Lt. Cav. Reg.	232		48	SBR	VonCramm	3	21,0
133	1/ADV BW GD	Bruns. Gd. Batt.	168	168	58	RFL	Buttler	3	20,0
134	2/ADV BW GD	Bruns. Gd. Batt.	504	504	58	MUS	Buttler	3	20,0
135	BW Guard	Bruns. Gd. Batt.	672	672	58	MUS	Buttler	3	20,0
136	1L BW LT	Bruns. Lt. Batt.	672	672	58	MUS	Buttler	8	20,0
137	2L BW LT	Bruns. Lt. Batt.	672	672	58	MUS	Buttler	3	20,0
138	3L BW LT	Bruns. Lt. Batt.	672	672	58	MUS	Buttler	8	20,0
139	1 BW LN	Bruns. Inf. Batt.	672		48	MUS	VonSpecht	3	20,0
140	2 BW LN	Bruns. Inf. Batt.	672		48	MUS	VonSpecht	3	20,0
141	3 BW LN	Bruns. Inf. Batt.	672		48	MUS	VonSpecht	3	20,0
142	6 NE LW HU	Dutch Cav. Reg.	641		48	SBR	Merlen	1	14,3
143	5 NE LW LD	Dutch Cav. Reg.	441		48	SBR	Merlen	1	15,3
144	Sandham FT	Artillery Batt.	96	6	78	9G		8	9,0
145	Kuhlman HS	Horse Art. Batt.	96	6	78	6G		8	4,0
146	Lloyd FT	Artillery Batt.	96	6	78	9G		6	5,0
147	Cleeves FT	Artillery Batt.	96	6	78	9/5		6	5,0
148	Byleveld FT	Artillery Batt.	128	8	68	6G		1	17,24
149	Stievar FT	Artillery Batt.	128	8	68	6G		1	15,22
150	Rogers FT	Artillery Batt.	96	6	78	9/5		1	20,0
151	Rettberg FT	Artillery Batt.	96	6	68	9G		1	20,1
152	Heinemann HS	Horse Art. Batt.	128	8	68	6G		10	20,0
153	Moll FT	Artillery Batt.	128	8	68	6G		10	20,0

13.4 The Battle of Waterloo

In the summer of 1815, Napoleon found himself again facing Wellington, this time in Belgium. He intended to divide the Prussian and British armies and destroy them in detail. On June 16th, Napoleon led half his army into battle against the Prussians at Ligny while Ney led the other half against the British at Quatre Bras (see 13.1). Two days later, Napoleon faced Wellington for the last time.

After the battles of Ligny and Quatre Bras, Napoleon advanced on the British army which was concentrated at Mont St. Jean, Belgium. The British had arrayed their forces in a defensive posture on a slight ridge that overlooked a marshy valley. Wellington had anchored his right flank on a stone farmhouse called Chateau de Hougomont. In the center of his line was another farmhouse known as La Haye Saint. Both of these farmhouses had almost been converted into fortresses, giving the British excellent defensive strongpoints.

On the day of the battle, Napoleon launched a three pronged attack on the Anglo-Dutch positions. Fearing that any sort of a flanking assault would bog down in the valley, Napoleon decided to concentrate the majority of his forces in an attempt to break Wellington's center and intended to launch only pinning attacks on the British left and right wings. The French offensive began on the British right flank at the Chateau. Held by only 4 light companies of British guards, the Chateau became the focal point of vicious, close-range fighting. Desperate attack followed desperate attack until virtually all of Prince Jerome's division, and almost half of the rest of Reille's corps, was involved in the fight. Wellington, seeing the mass of uncommitted French troops opposite his center, resisted the temptation to reinforce the Chateau's defenders and chose to save his reserves for the upcoming frontal assault.

At 1:30 that afternoon, the main French assault began. Under the cover of an 80 gun barrage, 3 French divisions charged through the valley and up the slope of the

ridge. When the French reached the crest of the hill, they were met with withering musket fire at point-blank range. In order to keep his units intact through the bombardment, Wellington had ordered his men to lie down on the concealed side of the ridge. So, when the 16,000 men of D'Erlon's I corps reached the top of the rise, they were confronted with a mass of organized and determined British regulars. Nevertheless, the French fought fiercely and succeeded in forcing a hole in the Allied center. Before the French could exploit this weakness, however, General Picton and a brigade of his peninsular veterans charged into the fray and stopped the French breakthrough. D'Erlon could move no further. Wellington, seeing the French stalled on the ridge, called his cavalry to the attack. Under Lord Uxbridge's command, Lord Somerset's Household cavalry and Ponsonby's Union Brigade charged into the disordered French and threw them off the ridge. D'Erlon's men were put to flight and badly mauled by the elite British heavy cavalry. Spurred on by their success, the British cavalry continued their chase until they reached the main French lines. Without infantry support, they were all but annihilated by French artillery and cavalry counter-charges.

At this point, Marshal Ney was ordered to take La Haye Saint, the farmhouse that so nicely reinforced the Allied center. He led the rallied remnants of D'Erlon's I corps forward under cover of an intense bombardment and was repulsed by the dug in defenders. Ney, thinking that the Allies were ready to crack, called for a massive cavalry charge. He led forward no less than 5,000 cavalymen, many of them elite heavy cavalry, in a charge against the ridge between La Haye Saint and Hougomont. Upon reaching the crest, the French were confronted with an awesome spectacle, 20 British squares drawn up on the reverse

slope of the hill, waiting with gleaming bayonets for the gallant French horsemen. The French cavalry circled the invincible squares, but without artillery or infantry support the charge was doomed to failure. The survivors fled back through the valley while Ney tried in vain to rally them.

After a brief lull in the battle, Ney again formed an assault force out of the remnants of his cavalry and again charged the ridge. He was once more repulsed, but this time only barely. Wellington's troops were becoming weary and he was running out of reserves. After another lull in the battle, Ney decided to try again. This time, however, he used a proper combination of artillery, infantry, and cavalry and he took La Haye Saint. Despite heavy casualties, the French managed to storm the farmhouse and the nearby orchard. The British line was about to crack and Ney could sense it. He called to Napoleon for more reserves, but due to the Prussian arrival on the French right flank, there were none left as the Imperial Guard was being committed against the Prussians. Ney was forced to give up his gains and pulled back across the valley.

The battle quieted for a short time, during which the Imperial Guard was placed back in reserve. Wellington brought up the last of his reserves and prepared for the final onslaught. At 7:00 PM the Imperial Guard were released to Ney and were ordered to take the British held positions on the ridge between La Haye Saint and Hougomont. The Guard, 11 battalions of the most disciplined and experienced troops in Europe, marched up the ridge. Upon reaching the crest, an entire brigade of British troops rose up from a cornfield and poured withering fire into the French columns. For the first time, the Guard broke and ran before the enemy. With the cry of, "La Guard recule!", the French army began to disintegrate. Wellington seized the moment and counterattacked, putting the rest of the army to flight. Napoleon's last desperate gamble for victory had failed, and with it his dreams of rebuilding his empire.

13.41 ORDERS OF BATTLE

French Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/Skirm	Eff	Wpn	Leader	Turn	X,Y
0	54/1 LN	Infantry Reg.	962	161	68	MUS	Charlet	1	29,22
1	55/1 LN	Infantry Reg.	1148	192	68	MUS	Charlet	1	30,21
2	28/1 LN	Infantry Reg.	898	150	68	MUS	Bourgeois	1	29,23
3	105/1 LN	Infantry Reg.	983	164	68	MUS	Bourgeois	1	30,22
4	1/13L/2 LT	Lt. Inf. Reg.	938	938	88	MUS	Schmitz	1	25,24
5	2/13L/2 LT	Lt. Inf. Reg.	937	937	88	MUS	Schmitz	1	25,23
6	17/2 LN	Infantry Reg.	1057	177	78	MUS	Schmitz	1	25,24
7	19/2 LN	Infantry Reg.	1032	172	68	MUS	Aulard	1	25,25
8	51/2 LN	Infantry Reg.	1168	195	68	MUS	Aulard	1	27,23
9	21/3 LN	Infantry Reg.	1037	173	68	MUS	Nogues	1	34,20
10	46/3 LN	Infantry Reg.	888	148	68	MUS	Nogues	1	35,20
11	25/3 LN	Infantry Reg.	974	163	68	MUS	Grenier	1	35,21
12	45/3 LN	Infantry Reg.	1003	167	68	MUS	Grenier	1	34,21
13	8/4 LN	Infantry Reg.	983	164	68	MUS	Pegot	1	36,19
14	29/4 LN	Infantry Reg.	1146	191	68	MUS	Pegot	1	37,18
15	85/4 LN	Infantry Reg.	631	106	78	MUS	Brue	1	36,20
16	95/4 LN	Infantry Reg.	1100	184	68	MUS	Brue	1	37,19
17	1/1C LT HU	Lt. Cav. Brig.	804		78	SBR	D'Erlon	1	44,15
18	2/1C LT LA	Lt. Cav. Brig.	702		68	SBR	D'Erlon	1	45,15
19	3/5 LN	Infantry Reg.	823	138	68	MUS	Husson	1	19,27
20	61/5 LN	Infantry Reg.	538	90	68	MUS	Husson	1	21,26
21	72/5 LN	Infantry Reg.	775	130	68	MUS	Campy	1	19,28
22	108/5 LN	Infantry Reg.	687	115	68	MUS	Campy	1	20,27
23	1/1L/6 LT	Lt. Inf. Reg.	894	894	88	MUS	Bauduin	1	7,29
24	2/1L/6 LT	Lt. Inf. Reg.	894	894	78	MUS	Bauduin	1	8,29
25	1/2L/6 LT	Lt. Inf. Reg.	1071	1071	78	MUS	Bauduin	1	7,30
26	2/2L/6 LT	Lt. Inf. Reg.	1070	1070	78	MUS	Bauduin	1	8,30
27	1/1/6 LN	Infantry Reg.	698	117	68	MUS	Soye	1	5,28
28	2/1/6 LN	Infantry Reg.	697	117	68	MUS	Soye	1	6,28
29	1/2/6 LN	Infantry Reg.	798	133	68	MUS	Soye	1	5,29
30	2/2/6 LN	Infantry Reg.	797	133	68	MUS	Soye	1	6,29
31	92/9 LN	Infantry Reg.	1038	173	68	MUS	Gauthier	1	13,30
32	1/93/9 LN	Infantry Reg.	734	124	68	MUS	Gauthier	1	14,30
33	2/93/9 LN	Infantry Reg.	734	124	68	MUS	Gauthier	1	15,30
34	100/9 LN	Infantry Reg.	1118	187	68	MUS	Jamin	1	13,29
35	1/4L/9 LT	Lt. Inf. Reg.	817	817	78	MUS	Jamin	1	14,29
36	2/4L/9 LT	Lt. Inf. Reg.	817	817	78	MUS	Jamin	1	15,29
37	1/2C LT CH	Lt. Cav. Brig.	1045		68	SBR	Reille	1	2,29
38	2/2C LT LA	Lt. Cav. Brig.	817		68	SBR	Reille	1	0,29
39	1GR/IG OG	Guard Inf. Reg.	1280	1280	98	MUS	Friant	6	23,31
40	2GR/IG OG	Guard Inf. Reg.	1091	1091	98	MUS	Friant	6	23,31
41	3GR/IG MG	Guard Inf. Reg.	1164	1164	88	MUS	Friant	6	23,31
42	4GR/IG MG	Guard Inf. Reg.	520	520	88	MUS	Friant	6	23,31
43	1CH/IG OG	Guard Inf. Reg.	1307	1307	98	MUS	Morand	6	23,31
44	2CH/IG OG	Guard Inf. Reg.	1163	1163	98	MUS	Morand	6	23,31
45	1LC/IG CH	Guard Cav. Reg.	1197		98	SBR	Lefebvre	1	33,25
46	2LC/IG LA	Guard Cav. Reg.	880		98	SBR	Lefebvre	1	33,26
47	1HC/IG GR	Gren. Cav. Reg.	796		98	SBR	Drouot	2	9,31
48	2HC/IG ED	Emp. Drg. Reg.	816		98	SBR	Drouot	2	9,31
49	1/11C DR	Cavalry Brig.	1110		78	SBR	Kellerman	1	15,31

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
50	2/11C CU	Cuirassier Brig.	691		88	SBR	Kellerman	1	16,31
51	1/12C CA	Carabinier Brig.	847		78	CRB	Kellerman	1	7,31
52	2/12C CU	Cuirassier Brig.	791		88	SBR	Kellerman	1	8,31
53	1/13C CU	Cuirassier Brig.	749		88	SBR	Milhaud	1	34,23
54	2/13C CU	Cuirassier Brig.	428		88	SBR	Milhaud	1	35,23
55	1/14C CU	Cuirassier Brig.	847		88	SBR	Milhaud	1	31,24
56	2/14C CU	Cuirassier Brig.	667		88	SBR	Milhaud	1	32,24
57	1 FT FI	Corps Art. Batt.	128	8	78	12G		1	28,21
58	1 FT FI	Div. Art. Batt.	128	8	78	6G		1	29,22
59	2 FT FI	Div. Art. Batt.	128	8	78	6/5		1	25,23
60	3 FT FI	Div. Art. Batt.	128	8	78	6G		1	34,20
61	4 FT FI	Div. Art. Batt.	128	8	78	6/5		1	37,17
62	1C HS FI	Horse Art. Batt.	96	6	78	6/5		1	45,16
63	II FT FI	Corps Art. Batt.	128	8	78	12G		1	18,27
64	5 FT FI	Div. Art. Batt.	128	8	78	6G		1	19,26
65	6 FT FI	Div. Art. Batt.	128	8	78	6G		1	7,29
66	9 FT FI	Div. Art. Batt.	128	8	78	6G		1	14,30
67	2C HS FI	Horse Art. Batt.	96	6	78	6/5		1	1,29
68	11C HS FI	Horse Art. Batt.	96	6	78	6G		1	17,31
69	12C HS FI	Horse Art. Batt.	96	6	78	6/5		1	6,31
70	13C HS FI	Horse Art. Batt.	96	6	78	6G		1	33,23
71	14C HS FI	Horse Art. Batt.	96	6	78	6/5		1	33,24
72	VI FT FI	Corps Art. Batt.	128	8	78	12/24		1	23,31
73	1/IG FT GD	Guard Art. Batt.	128	8	88	12G		3	9,31
74	2/IG FT GD	Guard Art. Batt.	128	8	88	12/24		3	9,31
75	3/IG FT GD	Guard Art. Batt.	128	8	88	12G		3	9,31
76	4/IG FT GD	Guard Art. Batt.	128	8	88	12/24		3	9,31
77	5/IG FT GD	Guard Art. Batt.	128	8	88	6G		3	10,31
78	6/IG FT GD	Guard Art. Batt.	128	8	88	6/5		3	10,31
79	7/IG FT GD	Guard Art. Batt.	128	8	88	6/5		3	10,31
80	8/IG HS GD	Gd. Horse Batt.	96	6	88	6G		1	34,25
81	9/IG HS GD	Gd. Horse Batt.	96	6	88	6/5		1	31,26
82	10/IG HS GD	Gd. Horse Batt.	96	6	88	6G		2	9,31
83	11/IG HS GD	Gd. Horse Batt.	96	6	88	6/5		2	9,31

Allied Order of Battle

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
90	3/CV KG LD	KGL Cav. Brig.	2001		68	SBR	Wellington	1	14,11
91	4/CV LN LD	Lt. Cav. Brig.	1373		78	SBR	Wellington	1	38,3
92	5/CV LN HU	Lt. Cav. Brig.	1315		78	SBR	Wellington	1	7,16
93	6/CV LN HU	Lt. Cav. Brig.	1615		78	SBR	Wellington	1	42,1
94	7/CV LN HU	Lt. Cav. Brig.	1764		58	SBR	Wellington	7	18,0
95	1/1/GD	Guard Inf. Reg.	638	638	98	MUS	Maitland	1	14,14
96	2/1/GD	Guard Inf. Reg.	672	672	98	MUS	Maitland	1	13,15
97	1/2/GD	Guard Inf. Reg.	896	896	98	MUS	Byng	1	11,17
98	2/2/GD	Guard Inf. Reg.	939	939	98	MUS	Byng	1	12,16
99	1/3/GD	Guard Inf. Reg.	425	425	98	MUS	MacDonnell	1	9,22
100	2/3/GD	Guard Inf. Reg.	363	363	98	MUS	MacDonnell	1	13,22
101	3/3/GD	Guard Inf. Reg.	271	271	78	RFL	MacDonnell	1	12,24
102	4/3/GD	Guard Inf. Reg.	420	420	58	MUS	MacDonnell	1	9,25
103	5/3/GD	Guard Inf. Reg.	419	419	58	MUS	MacDonnell	1	10,25
104	1/3 LN	Hann. Inf. Reg.	1044		58	MUS	Kielmansegge	1	19,10

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
105	2/3 LN	Hann. Inf. Reg.	895		58	MUS	Kielmansegge	1	20,9
106	3/3 LT	Hann. Inf. Reg.	505	505	78	MUS	Kielmansegge	1	19,9
107	4/3 LN KGL	Infantry Reg.	1684	636	68	MUS	Ompieda	1	22,10
108	5/3 LN KGL	Infantry Reg.	463	463	78	RFL	Ompieda	1	22,14
109	6/3 LN	Infantry Reg.	1245	125	68	MUS	Halkett	1	17,13
110	7/3 LN	Infantry Reg.	1115	112	68	MUS	Halkett	1	18,12
111	1/2 NE MI	Du. Militia Reg.	1573		38	MUS	Perponcher	1	28,10
112	2/2 NE LN	Dutch Inf. Reg.	1260	718	58	MUS	Perponcher	1	30,9
113	3/2 NE LN	Dutch Inf. Reg.	835	140	48	MUS	Perponcher	1	37,11
114	4/2 NE LN	Dutch Inf. Reg.	849	142	48	MUS	Perponcher	1	40,11
115	5/2 NE LN	Dutch Inf. Reg.	843	141	48	MUS	Perponcher	1	42,11
116	6/2 NE LN	Dutch Inf. Reg.	815	284	48	MUS	Perponcher	1	46,12
117	1/3 NE MI	Du. Militia Reg.	1011		38	MUS	Chasse	11	0,10
118	2/3 NE MI	Du. Militia Reg.	1001		38	MUS	Chasse	11	0,10
119	3/3 NE LN	Dutch Inf. Reg.	1076	684	58	MUS	Chasse	11	0,10
120	4/3 NE MI	Du. Militia Reg.	1224		38	MUS	Chasse	11	0,10
121	5/3 NE LN	Dutch Inf. Reg.	1095	183	48	MUS	Chasse	11	0,10
122	6/3 NE LN	Dutch Inf. Reg.	1262	738	58	MUS	Chasse	11	0,10
123	1/2 LN KGL	Infantry Reg.	1063	107	68	MUS	DuPlat	1	8,12
124	2/2 LN KGL	Infantry Reg.	1105	111	68	MUS	DuPlat	1	9,12
125	3/2 LT	Lt. Inf. Reg.	1175	1175	78	MUS	Adam	1	9,10
126	4/2 LT	Lt. Inf. Reg.	939	939	78	MUS	Adam	1	8,10
127	5/2 RI	Rifles Regiment	888	888	88	RFL	Adam	1	8,9
128	6/2 LW	Hann. Ldw. Reg.	1288		38	MUS	Halkett	7	0,10
129	7/2 LW	Hann. Ldw. Reg.	1253		38	MUS	Halkett	7	0,10
130	1/4 LN	Infantry Reg.	649	65	68	MUS	Mitchell	1	6,14
131	2/4 LT	Lt. Inf. Reg.	1381	709	78	MUS	Mitchell	1	8,16
132	1/5 RI	Rifles Regiment	418	418	88	RFL	Kempton	1	24,10
133	2/5 HI	Highland Reg.	483	48	78	MUS	Kempton	1	24,9
134	3/5 LN	Infantry Reg.	1089	109	68	MUS	Kempton	1	25,9
135	4/5 HI	Highland Reg.	798	80	78	MUS	Pack	1	29,7
136	5/5 LN	Infantry Reg.	967	97	68	MUS	Pack	1	28,7
137	6/5 LW	Hann. Ldw. Reg.	1289		38	MUS	Best	1	33,7
138	7/5 LW	Hann. Ldw. Reg.	1380		38	MUS	Best	1	34,7
139	8/5 LW	Hann. Ldw. Reg.	1329		38	MUS	Vincke	1	36,6
140	9/5 LW	Hann. Ldw. Reg.	1275		38	MUS	Vincke	1	37,6
141	1/6 LN	Infantry Reg.	1443	145	68	MUS	Lambert	7	19,0
142	2/6 LN	Infantry Reg.	866	87	68	MUS	Lambert	7	19,0
143	GD/1/BW	Brunsw. Gd. Reg.	1140	1140	68	MUS	Brunswick	7	18,0
144	1/1/BW LT	Brunsw. Lt. Reg.	685	685	58	MUS	Brunswick	7	18,0
145	2/1/BW LT	Brunsw. Lt. Reg.	591	591	58	MUS	Brunswick	7	18,0
146	3/1/BW LT	Brunsw. Lt. Reg.	691	691	58	MUS	Brunswick	7	18,0
147	1/2/BW LN	Brunsw. Ln. Reg.	556		48	MUS	Brunswick	7	18,0
148	2/2/BW LN	Brunsw. Ln. Reg.	547		48	MUS	Brunswick	7	18,0
149	3/2/BW LN	Brunsw. Ln. Reg.	631		48	MUS	Brunswick	7	18,0
150	1/NAS NE LN	Dutch Inf. Reg.	1894	316	48	MUS	Kruse	1	16,8
151	2/NAS NE LN	Dutch Inf. Reg.	947		38	MUS	Kruse	1	17,8
152	1/CV LN DR	Cavalry Brig.	1416		98	SBR	Uxbridge	1	20,7
153	2/CV LN DR	Cavalry Brig.	1369		88	SBR	Uxbridge	1	24,6
154	1/NECV LN LA	Lt. Cav. Brig.	1237		58	CRB	Collaert	1	19,5
155	2/NECV LN LD	Lt. Cav. Brig.	1086		48	SBR	Collaert	7	19,0
156	3/NECV LN HU	Lt. Cav. Brig.	949		48	SBR	Collaert	1	17,5
157	1/GD FT FI	Gd. Art. Batt.	96	6	78	9/5		1	9,17

Unit #	Unit Name	Type/Size	Men	Guns/ Skirm	Eff	Wpn	Leader	Turn	X,Y
158	2/GD HS	Gd. Art. Batt.	96	6	78	9G		1	15,14
159	1/3 Art FT FI	Artillery Batt.	96	6	78	9G		1	19,12
160	2/3 Art FT FI	Artillery Batt.	96	6	78	9/5		1	20,11
161	1/2 Art FT FI	Artillery Batt.	96	6	78	9G		1	9,11
162	2/2 Art HS	Artillery Batt.	96	6	78	9/5		1	6,12
163	4 Art HA FT	Hann. Art. Batt.	96	6	68	9G		1	35,7
164	1/5 Art FT FI	Artillery Batt.	96	6	78	9G		1	25,11
165	2/5 Art HA FT FI	Hann. Art. Batt.	96	6	68	6/5		1	19,0
166	6 Art FT FI	Artillery Batt.	96	6	78	9G		7	19,0
167	1/BW FT FI	Bruns. Art. Batt.	128	8	58	6G		7	13,3
168	2/BW HS	Bruns. Art. Batt.	128	8	58	6G		7	14,3
169	2NE FT FI	Dutch Art. Batt.	160	10	58	6G		1	29,9
170	1/3 NE FT HS	Dutch Art. Batt.	128	8	58	6G		11	0,10
171	2/3 NE FT FI	Dutch Art. Batt.	128	8	58	6G		11	0,10
172	NECV HS	Dutch Art. Batt.	128	8	58	6G		1	18,5
173	1/RES HS	Horse Art. Batt.	96	6	88	9G		1	21,10
174	2/RES HS	Horse Art. Batt.	96	6	88	6G		1	16,2
175	1RHA HS	Horse Art. Batt.	96	6	88	H5.5		1	11,13
176	2RHA HS	Horse Art. Batt.	96	6	88	6G		1	11,12
177	3RHA HS	Horse Art. Batt.	96	6	88	6/5		1	43,1
178	4RHA HS	Horse Art. Batt.	80	5	88	6G		1	23,7
179	5RHA HS	Horse Art. Batt.	192	12	88	9/5		1	18,8

CURSOR MENU COMMAND SUMMARY

(0) = Centers the map at the cursor (5 for keypad option)

(1-8) = Moves the cursor in the desired directions according to the Movement Compass (1-9 for the keypad option)

(C)ombat = Starts the Combat Phase

(O)ther Map = Toggles between the Tactical Map and the Strategic Map

(Space Bar) = Accesses the unit under the cursor. If two or more units are in the square, the top unit is the one accessed (with this key, you exit the Cursor Menu and enter the Command Menu)

(T)errain = Removes the unit shapes from the map to reveal the terrain underneath

(V)iew = Highlights all the squares that a unit in the cursor's square could see in a given direction

(W) = Highlights all of the victory squares for each side.

(Z) = Go to the last square in which a unit was accessed. This is to allow you to go quickly back to examine a previously examined unit.

LEADER TRANSFER MENU

In this menu, reached by accessing a unit with the (space bar) during the Leader Transfer Phase, you are given several options that permit you to examine the units in a leader's command, transfer a leader from one unit to another, and highlight the entire command to allow easy evaluation of the Command Control situation.

(I)nverse -- allows you to highlight the entire command for a given leader. This is the same as the highlight command in the Objective phase (see section 5.0).

(L)eaders -- permits access to a sub-menu where leaders may be transferred.

(N)ext -- allows rapid scrolling through all friendly units.

(O)ut -- takes you out of the selected unit and back to cursor movement.

(U)nit -- gets the next unit in the same square. This function is the same as the function in the Command Menu.

FIRE MENU

When in the Fire Menu, several options will be available:

(V) = Allows you to illuminate all squares within the LOS and firing range of the unit and its weapons. This is useful for figuring out which enemy units can be seen by the unit and which squares the unit cannot see because of terrain or other restrictions.

(T) = Used to give a specific target to a unit. If the targeted unit is not in your unit's LOS, you will get a message to that effect. When this key is pressed over a legitimate target square, the unit will change its fire plot on the Command Menu Information Area to read the X,Y coordinates of the square you just selected. Note that it is possible to target a square that is currently empty in order to cover a specific location. If, in the enemy's subsequent Operation Phase, the enemy moves a unit into that square, it will automatically be targeted by your unit.

(E) = Returns you to the Command Menu with a NO PLOT reading in your fire section of the Command Menu Information Area.

(N) = Used to order your unit to hold its fire until the last possible moment. It is primarily used to prevent your units from firing, and thus tiring themselves and expending ammunition, until an enemy unit is adjacent to your unit. Selecting this option will put a NO FIRE reading in the unit's fire section. You cannot prevent a unit with ammunition from firing in its own defense if an enemy unit is adjacent to your unit. Therefore, the NO FIRE option will be ignored if a unit has a enemy target adjacent to it.



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